
THE OFFICIAL SEGA SATURN MAGAZINE
SEGA SATURN MAGAZINE
ISSUE 11
SEPT 96
SEGA
No.1 FOR SATURN
£2.75
FIRST DOOM PICS INSIDE!
VIRTUA COP 2
Arcade perfect? All is revealed!
VIRTUA FIGHTER 3
The first finished version has arrived!
We put AM2's new beat 'em up to the test!
FIGHTING VIPERS
Can it top the mighty VF2?
09
9 771360 942019
PLUS! NIGHTS SEGA WORLDWIDE SOCCER '97 EXHUMED SEGA AGES CRIME WAVE
ATHLETE KINGS OLYMPIC GAMES ALIEN TRILOGY BOMBERMAN AND LOTS MORE!



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BUT IT'S YOUR ONLY HOPE OF ESCAPING

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Thanks to LLandudno, Star Wars, Man or Astroman, Balloons, old video games and repetitive jokes.



Bye to Sam, who's off on a big holiday around the world. Good luck from Sonic and the gang!

SEGA SATURN MAGAZINE USE DOLBY SURROUND TO TEST ALL SOFTWARE

COVER STORY



SHOWCASES



PREVIEWS

REVIEWS

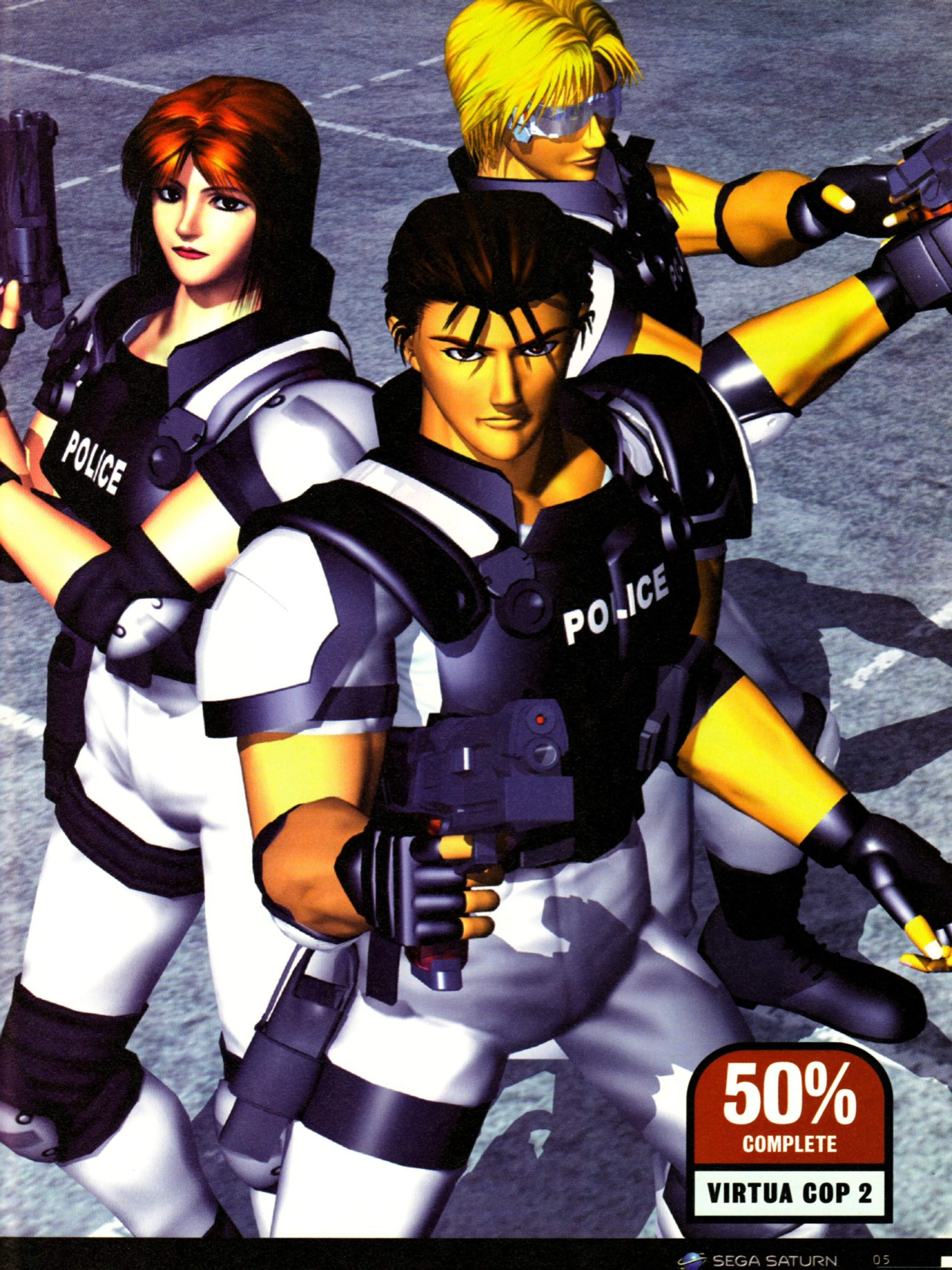


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COMPLETE
VIRTUA COP 2





IT'S DOOM FOR THE

One of the first games announced when the Saturn was first released in Japan in November 1994 was id software's classic Doom - the most popular game in recent videogames history. Since then nothing has been heard of the game - who was developing it, who was publishing it and most importantly when it was coming out - all of this remained a mystery. Until now. SEGA SATURN MAGAZINE was the first journal to check out the first playable work-in-progress Doom CD and we have some pretty monumental news about the game... as well as the first screenshots in the world.

If you aren't aware of the Doom phenomena, obviously you've been in a coma for the last three years, been abducted by aliens or have been dead or something. It's only the most famous game ever, that's all. Doom was the original first person perspective blaster to feature high-speed texture-mapping and super-smooth action, and also featured a veritable feast of exploding zombies and undead minions. The game also features a brilliant arsenal of weaponry ranging from chainsaws to chainguns, shotguns and high-tech plasma ordinance. Every Doom weapon to have surfaced in every PC version of the game has made it into the Saturn translation.

At the moment the game is in a very early stage of development. Although all of the levels, monsters and weaponry have been coded in, the version pictured on these pages is far from complete, meaning that the final game should look significantly better than what has been revealed on these pages.

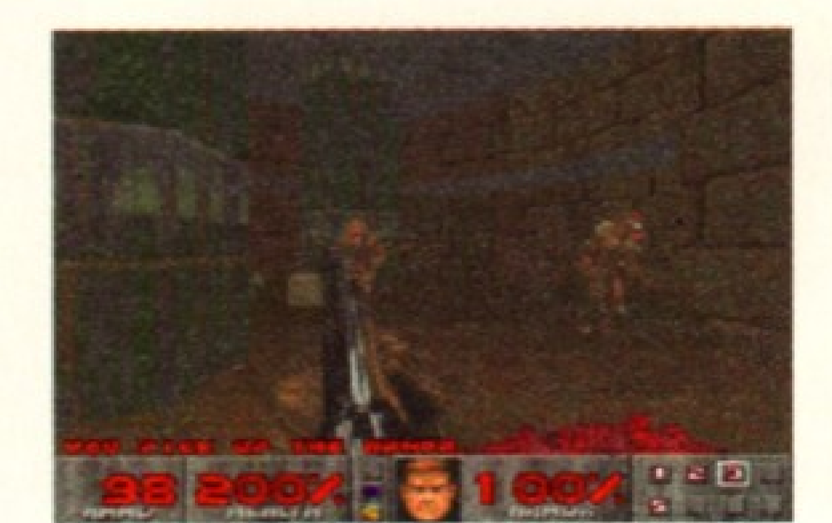
If development continues to be as rapid as it has been in recent months you should expect to see the finished version on the shelves in November at the latest, courtesy of GT Interactive.

IT'S MULTIPLAYER!

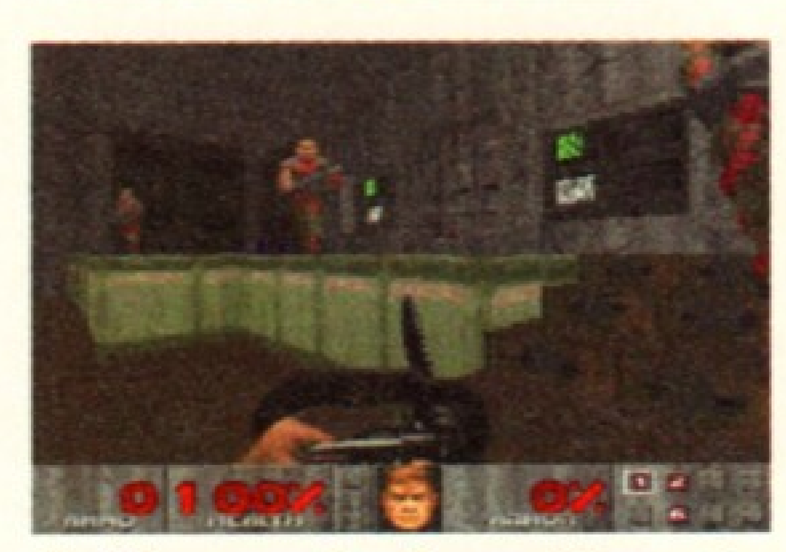
Doom looks like being the very first European Saturn title to use the mythical link-up cable for some two-player action. Let us just say that until Duke Nukem 3D and Quake turned up on PC, Doom was undisputedly the best multiplayer game in existence.

Two different options are on offer. Cooperative mode sees two players taking on the might of the demoniacal masses in a team-play scenario. It's great fun, but better still is the awesome DeathMatch mode.

In this rendition of the game, the levels are cleared of all monsters and extra weapons, ammo, and power-ups are strewn across the environs. The objective here is simple - it's kill or be killed. Blasting your opponent to death gives you a frag and it's literally the player who gets the most frags who is the winner. The PlayStation version of Doom was a great two-player experience and the Saturn version should be just as good!

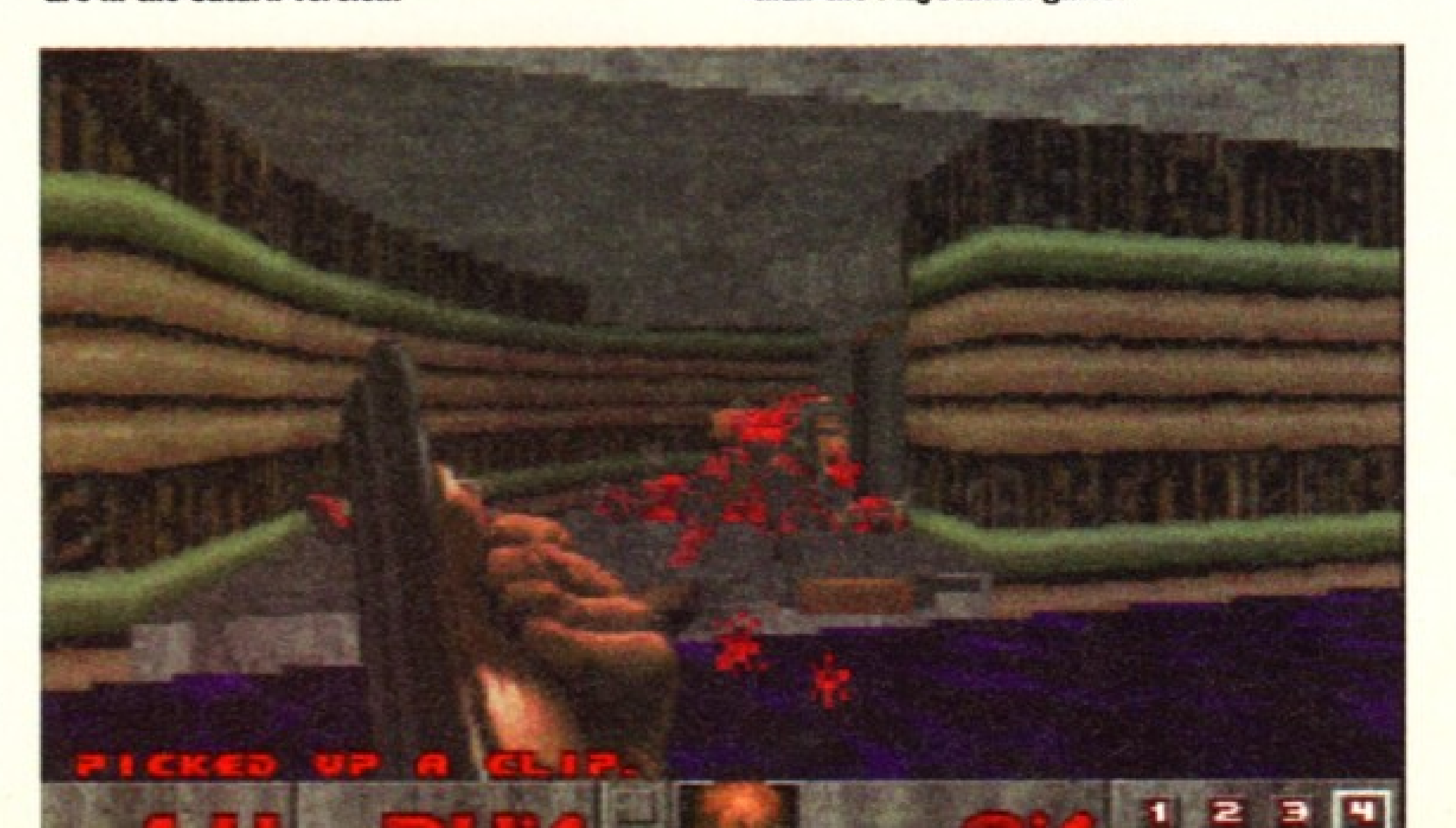






All of the weapons from Doom and its sequel are in the Saturn version.

Saturn Doom looks closer to the PC original than the PlayStation game.







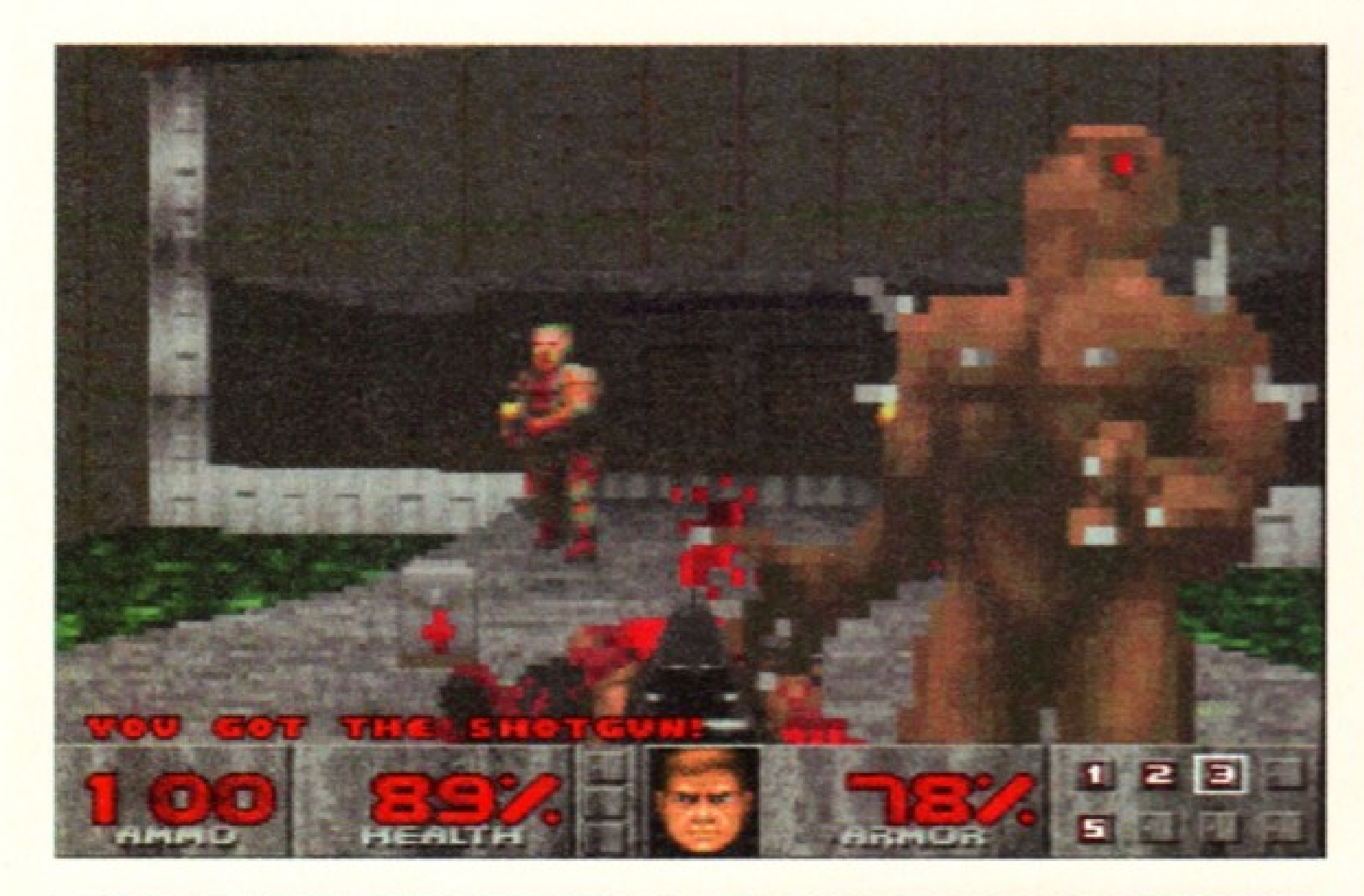
For a complete VF3 report, turn to page 92 now!





Saturn Doom is a mixture of Doom and Doom 2 on the PC. The top screenshot depicts the first level of Doom 2, and there's a Doom 2 monster on a Doom 1 level (above).

SATURN!







IT'S A SPECIAL EDITION!

Over the years PC owners have enjoyed numerous versions of id's classic: namely Doom, Ultimate Doom, Doom 2 as well as the forthcoming Final Doom. The Saturn version is best described as a kind of digest version - it has levels taken from Doom, its sequel and Ultimate as well as a smattering of monsters taken from every version. It's a bit of a mix 'n' match affair to be honest, but it does mean that you get the powerful double-barrelled shotgun from Doom 2 (which annihilates all-comers at close-range) and you can use it in the ordinary Doom levels. Brilliant.

AND NEXT MONTH...

GT Interactive also have a version of the brilliant Doom follow-up Hexen in development. At the moment it's even earlier in development than Doom, so we're not likely to have any pictures of it accompanying these luvverly Doom pics. However, the game should have shaped up significantly in the next four weeks so expect some exclusive screenshots for the next edition of this, the most greatest of Saturn magazines.

SOB! I'D LIKE TO THANK EVERYONE EVER!

After almost three years of working on SEGA SATURN MAGAZINE in one form another, it's time for me to hand over the reins to someone else, because I'm off to pastures new. Luckily though, all you games freaks are in for a bit of a treat, because superstar game maestro Richard Leadbetter is BACK as of next month, after a stint on MAXIMUM magazine. Remember him from the old days of SEGA MAGAZINE? Yep, he was the one who looked a bit like Ace Ventura. Or Data from Star Trek, depending on how he was feeling on the day. He's probably about the most experienced person in the whole world as far as Sega information goes, so you can rest assured that the mag will still have all the top stories and brilliant games that it's had over the last year or so.



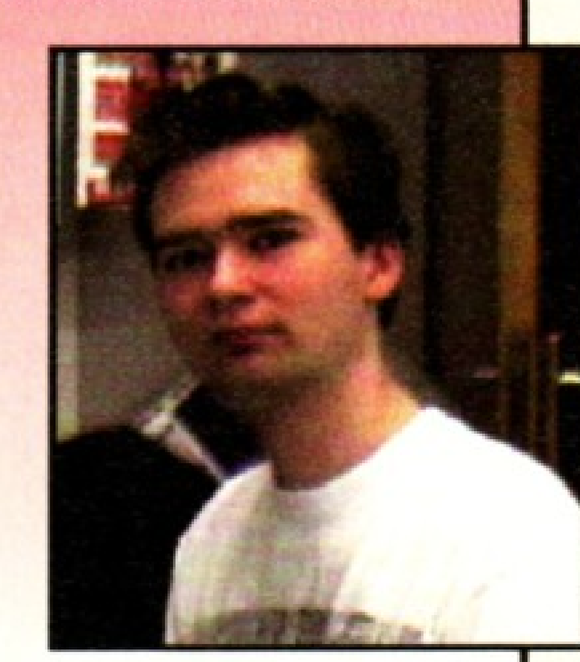
Anyway, that's my rambling bit finished – as far as this issue goes there's tons of great stuff on Fighting Vipers, an exclusive interview with the Sonic Team, more on the awesome Virtua Cop 2 and the unveiling of Sega's new soccer game! And, as a special sort of leaving present thing, I'll leave you with the news that next month, SEGA SATURN MAGAZINE comes complete with its very own exclusive demo disc (see page 70 for more details)!

Sam Hickman, (Ex) Editor



Hello. My name's Richard Leadbetter. You might remember me from such publications as Mean Machines, Mean Machines Sega, Sega Magazine, Maximum... even CVG if you're old enough to remember when I was on it.

Once Sam's packed her bags and disappeared off into the real world, I'm going to be taking over as editor of this esteemed organ. So what that basically means is that as of next month you'll start seeing little tweaks (and maybe a couple of big ones too) here and there, designed to make SEGA SATURN MAGAZINE even more excellent than it is now.



The first fruits of our labour shall be found in the next edition of SSM, which has a briiiliant Daytona USA cover *and* a demo disc with NiGHTS on it. Buy it... and to hell with you if you don't!

Rich, The Master



Sega's new control pad will go on sale in just under a month, and should be in all game shops by September 5th. This, of course, co-incides with the release of NiGHTS, and basically, you'd be a fool to play the game without it!



HMV CHARTS
Week ending April 29th, 1996

KNOW HMV · KNOW GAMES

If you would like to see your chart features, send in your top ten to READER CHARTS, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Anyone who has their charts printed will receive a game for their troubles!

	HMV CHARTS		SATURN MAGAZINE CHARTS		READER CHARTS
1	Ultimate Mortal Kombat 3	1	NiGHTS	1	Gun Griffon
2	Gungriffon	2	Fighting Vipers	2	Sega Rally
3	Need For Speed	3	Virtua Fighter Kids	3	UMK3
4	Virtua Cop (+gun)	4	Worldwide Soccer '97	4	Guardian Heroes
5	Guardian Heroes	5	Bomberman	5	Need for Speed
6	Shining Wisdom	6	Athlete Kings	6	Wipeout
7	Baku Baku Animal	7	Alien Trilogy	7	Baku Baku Animal
8	Wrestlemania	8	Baku Baku Animal	8	Shining Wisdom
9	Streetfighter Alpha	9	Exhumed	9	Streetfighter Alpha
10	X-Men: Children of the Atom	10	Guardian Heroes	10	Wrestlemania

Daniel Pinder of Leicester, a game is on its way to you!



They've been threatening to release this for some time over here, but we thought JVC had forgotten about it. However, a PAL conversion is already underway.



It's a shame really, because it might have actually done alright last year, when there were hardly any games out for the Saturn. It's a bit different now, though.

PREPARE FOR IMPACT

You may have heard of Impact Racing before. This JVC game first appeared on the PlayStation, and its game style is something similar to WipEout, mixing regular racing action with some shoot 'em up thrills. In Impact Racing the player climbs into one of a number of sporty cars, complete with heat-seeking missiles, laser cannons, mines and 'fire walls', and speeds across one of ten circuits, power-braking on the turns and launching into jumps. The Saturn version of the game features an additional two viewing perspectives which enhance the action of the game, and comes with the standard 3D polygon graphics running at a reasonable 30 frames per second. We'll be showing you more soon.









VIDEOS!!!

Just because we're in frivolous summer mood, we've decided to throw a video competition giving you, our loyal readership, the chance to win three new video releases from Warner's Beyond Vision range.

First up is Invasion of the Body Snatchers, the remake of Don Siegal's 1956 original, starring Donald Sutherland, which forms part of Warner's 'Cult Classics' collection. Do not watch it on your own or with the lights off because it's very scary indeed.

The other two videos are both a part of warner's 'Serial Sci-Fi' collection. Babylon 5 Volume 13 features 'The Long Dark' and 'Spider in the Web' episodes, both a part of the second series. Outer Limits - The New Series Volume 4 takes you into the world of unexplained phenomena with two previously unreleased episodes – Blood Brothers and The New Breed.

Anyway, if any of these take your fancy, we've five sets of three to give away. Just answer this relatively simple question: What actor, famous for his role in Star Trek, also appears in Invasion of the Body Snatchers?

Send you answers on a postcard to VIDEOS? LOVE 'EM!, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

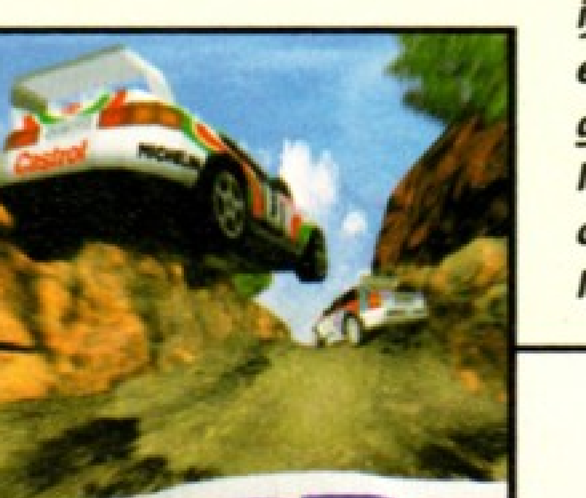
The closing date for the competition is SEPTEMBER 27th 1996.

SEGA RALLY PLUS ANNOUNCED!

The Saturn Internet package is complete and ready to run in the United States and Japan, with a European connection now slated for early 1997. As well as "surfing" the web, Sega are looking to start a console on-line gaming revolution with two flagship titles already announced.

The Japanese are looking forward to Internet Virtua Fighter Remix (which is receiving a great deal of press in the Japanese journals), whilst announcing the development of Sega Rally Plus. This tweaked edition of Europe's best-selling Saturn title allows gamers over the Internet to compete. Just imagine... playing VF or Rally with anyone in the world. Pretty mind-blowing eh?

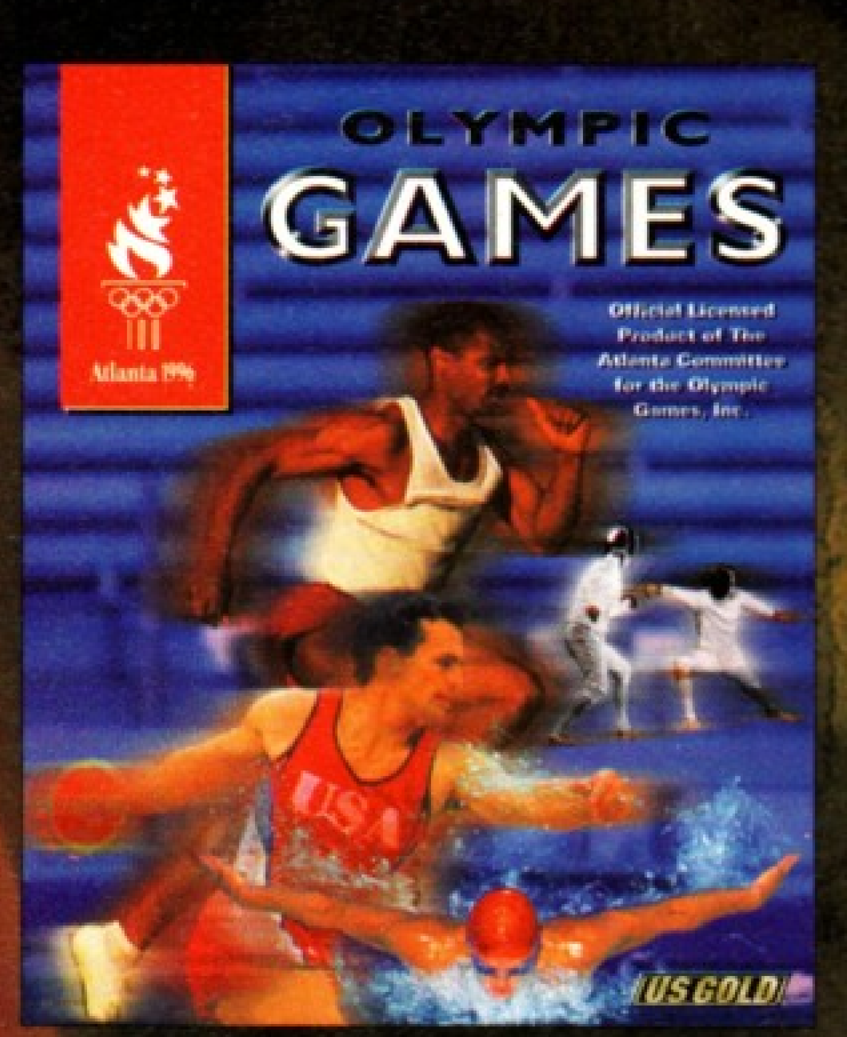
Obviously the VF Remix experience is limited to two players, but no news is available yet on how many players will be able to participate in Rally. Just imagine if the Saturn replicates the eight-player coin-op experience... only with players dotted all over the globe! Brilliant eh? Well, the latest rumours on the Internet indicate that the new Daytona USA game could well feature simultaneous eight-player Internet action. More details next month.











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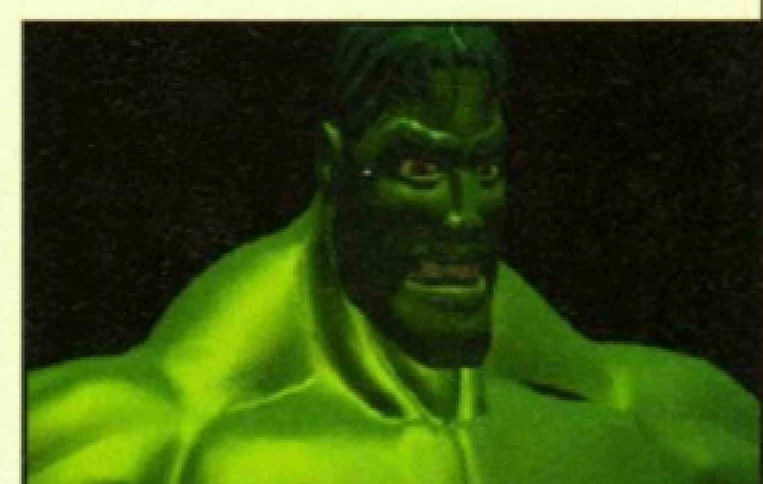


the fusion of speed, strength & skill

HE'S BACK... HE'S STILL ANGRY

Deep in development at the moment is the Saturn version of the Incredible Hulk. Now, in the past, developers may have been guilty of abusing this licence somewhat, but US Gold are determined to make this version of Hulk the most innovative yet (not too difficult if past efforts are anything to go by). There's still nothing to see on the game, but the first screenshots are beginning to emerge – at the moment, these are the only ones available. The finished title will be a mixture of beat 'em up levels and platform levels and should be finished around Christmastime. More as and when.





VIRTUAL REALITY FOR SATURN

Unveiled at Takara's booth at the Tokyo Toy Fair, was the first display of their new Head Mounted Display - The Dynovisor.

Fitting over one's head just like a Virtual Reality headset it cuts off all external distractions and immerse's you completely in the game. It can be connected to any game system (via the typical video cables) and runs of its own power supply. Undoubtedly the screen picture is incredible, just like a mini-TV and the stereo sound is also top-notch. Certainly the light weight, easily adjustable headset is comfortable to wear for long periods but at around 40,000 yen (twice the cost of a Saturn) you have to ask who's going to be able to afford it? Our reporter at the show tried it with a PlayStation racing game and was most impressed with the VR effect when the car was driven in first person perspective, you really want to keep turning your head when you take a corner. Using it with Saturn Nights is also an incredible feeling one really has to experience to believe. We might well have a fuller report on this in an upcoming issue of this fine mag.



NEW AM COIN-OP FRENZY

At the recent coin-op press launch party for Virtua Fighter 3 (see Coin-Operated this issue), Sega revealed prototype versions of their hot new arcade wares. As well as the flagship VF3, two new products stand out as being potentially exceptional new games.

First up is an exciting dedicated cabinet game based on the ocean-going sport of jet-skiing. A full-size jet-ski is mounted in front of the monitor, and it handles and reacts just like the real thing. For example, by standing up and pulling back on the jet-ski, you can perform amazing jumps off huge waves. The game itself is best described as WaveRace on the Nintendo 64 but much, much better.

The second game is even better. Tetsuya Mizuguchi of Sega Rally and Manx TT fame has left AM3 to set up his own AM division. The first fruit of his labour is a game based on the world touring car championships. If you've never seen touring car races, it basically involves nutter drivers taking production cars onto major circuits to indulge in some particularly dangerous hi-octane action.

Both titles are shaping up to be very special indeed and we'll have further reports in Coin-Operated over the next few months.

BLOCKBUSTER CHARTS

BLOCKBUSTER VIDEO

TOP TEN VIDEO GAMES

1. STREET FIGHTER ALPHA
2. PANZER DRAGOON
3. WIPEOUT
4. TRUE PINBALL
5. SEGA RALLY
6. SHELLSHOCK
7. TITAN WARS
8. THE HORDE
9. GEX
10. TOSHINDEN

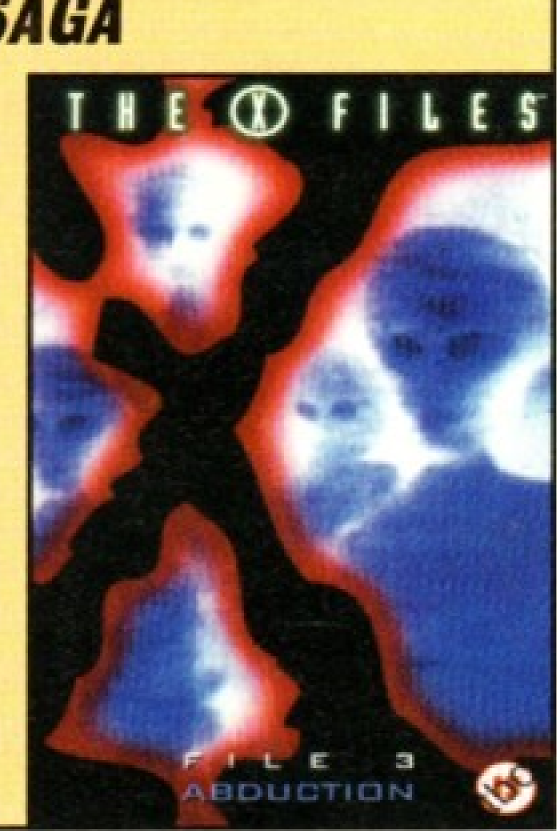
TOP TEN RENTAL VIDEOS

1. SEVEN
2. BABE
3. DANGEROUS MINDS
4. ACE VENTURA 2
5. LOCH NESS
6. ASSASSINS
7. SHOWGIRLS
8. GOLDENEYE
9. CRIMSON TIDE
10. LAWNMOWER MAN 2



TOP TEN RETAIL VIDEOS

1. BATMAN FOREVER
2. SPIDER-MAN - THE VENOM SAGA
3. DUMB AND DUMBER
4. TIMON AND PUMBA
5. LEON
6. POCAHONTAS
7. GORDY
8. STAR TREK - VOYAGER 2.7
9. SWAN PRINCESS
10. X-FILES - ABDUCTION



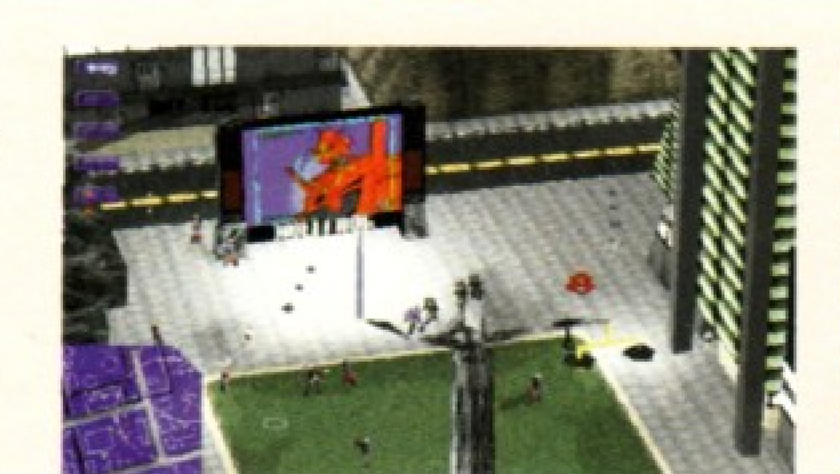


As far as software developers go, Christmas is just around the corner, so more and more titles are suddenly starting to appear on Autumn release schedules. We're starting to see a few of those titles already, but over the next few months, expect this section to expand to bursting point!

SYNDICATE WARS

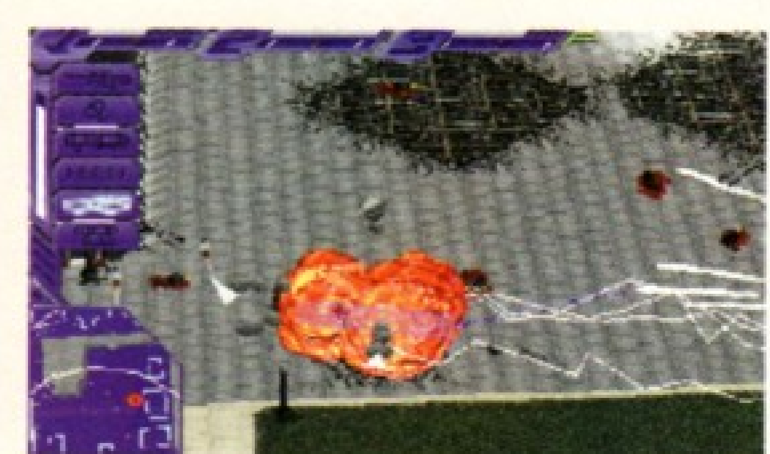
BY BULLFROG RELEASE TBA

Bullfrog have always been renowned for their innovation in their new titles, but to date, they've only released three games on the Saturn – the excellent Magic Carpet, Theme Park and Hi-Octane. And let's face it, these aren't exactly among their most up to date games. But things are about to make an about turn, as Bullfrog are hoping to get their latest PC titles out on to console within a couple of months of their initial release. In fact, Syndicate Wars, should be their first title to benefit from this, currently scheduled for an Autumn release on the Saturn. Syndicate has been around for a fair old while, and even made an appearance on the Megadrive some years ago. The basic idea is to build up your already super hard troop of warriors until they're hard enough to take out all the other warriors in the area. Then, things get a little more ambitious as you take on more intelligent and highly tooled up armies. As you'd imagine, there's tonnes of carnage in this game, and as the title is played from an isometric perspective, there's more action than is found in the usual strategy games. There's only a few screenshots available for this one at the moment, but we should be able to get hold of a preview copy of the game fairly soon.









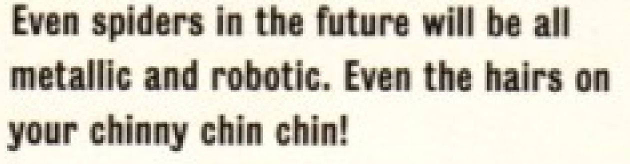


Here's a piece of advice; if you come across this guy down a dark alley, try and make friends with him.

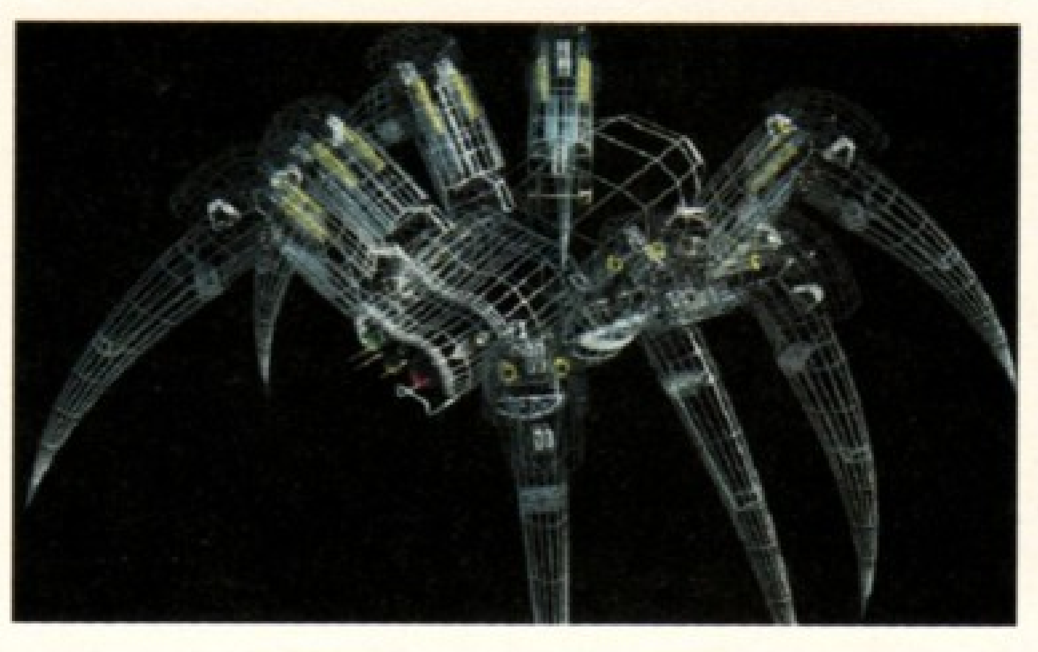


It's all grim in the future you know. I mean, why couldn't they have done those smoke stacks in a fetching lilac eh?

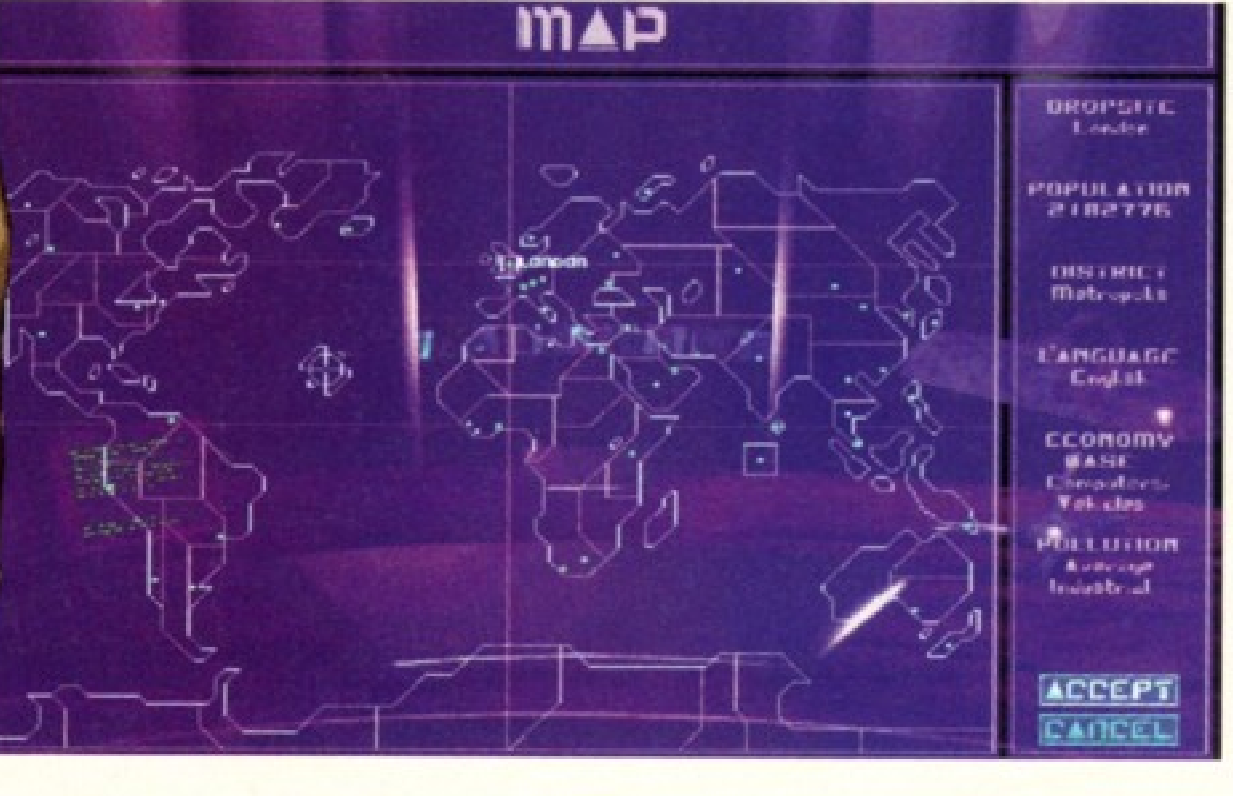


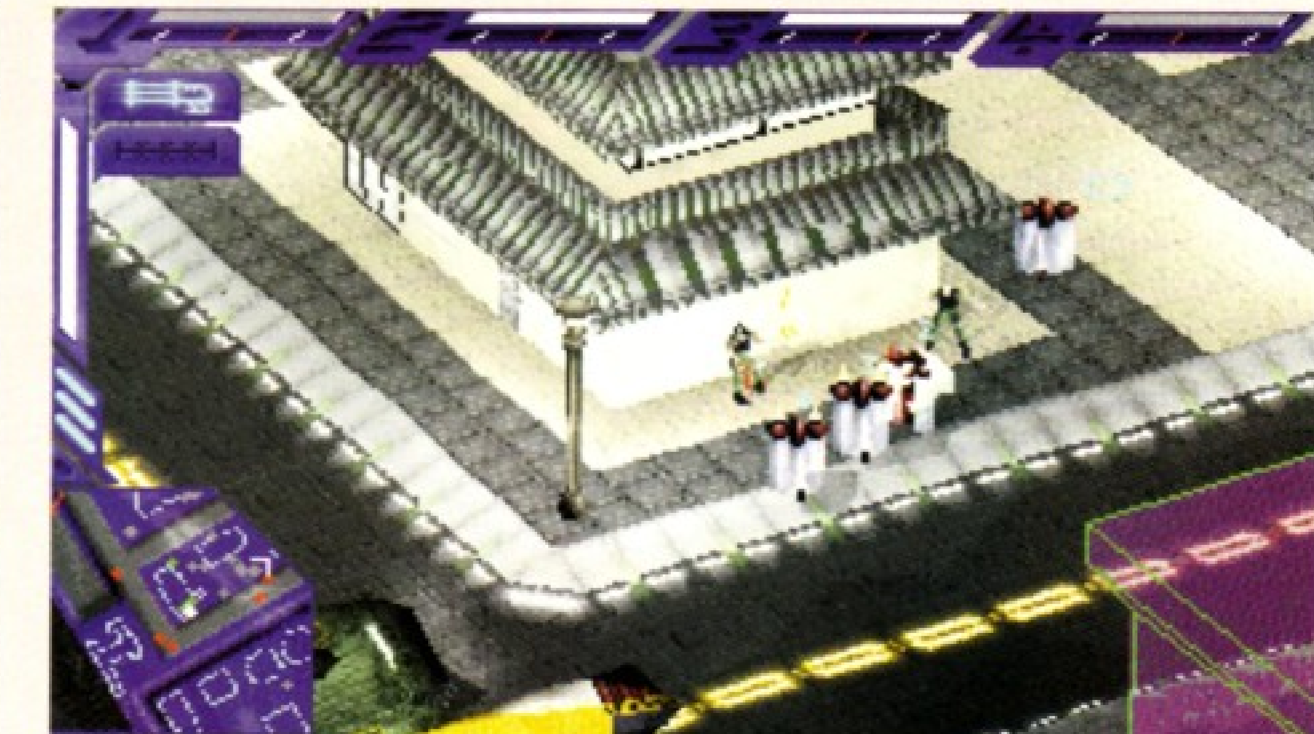


Even spiders in the future will be all metallic and robotic. Even the hairs on your chinny chin chin!













FATAL FURY

BY SNK RELEASE TBC

One of the most famous series of the games on the Megadrive, if only because they came out on import and hardly anyone could get hold of them. Anyway, the series has always been popular amongst gamers, even though there have always been more technically advanced offerings that tend to steal the limelight. Indeed, SNK'S own King of the Fighters even turned up on Saturn a couple of months ago (along with its own customised cartridge), although Sega Europe didn't think it was popular enough over here to warrant it a UK release.

It seems likely that Fatal Fury will remain an import title too, especially as it's somewhat older than KOTF, although it's still a brilliantly playable game. As with all SNK fighting games, the aim is simply to knock seven bells out of each competitor, or if you're playing against someone else, knock the hell out of each other. The real challenge of playing these types of games though is learning all the button pounding moves needed to pull off amazing moves.

As we said, there's no word that this will receive an official release at the moment, and to be honest, it's pretty unlikely. But if you're interested in the Japanese version, get down to your local dealer for a look at the game.



This is probably only coming out on import, but if you're an SNK fan then it might be worth a trip down to the appropriate import venders.

TOH SHIN DEN URA

BY TAKARA RELEASE OCTOBER

After mixed fortunes with their original translation of Toh Shin Den for the Saturn, Takara are striking back with an all-new Saturn games based very loosely on Toh Shin Den II. Toh Shin Den URA is a continuation of the original game which Takara are keen to stress is an entirely brand new adventure - not just a straight forward translation of existing PlayStation code. To emphasis the difference, Takara have coded in new costumes, new background scenery, speech, game balance and CG. Just about everything has been changed to suit the Saturn's capabilities. Obviously Takara have learned a great deal more since coding Toh Shin Den 2 on PlayStation and this expertise should hopefully make for a superior Saturn title.





The storyline is most intriguing. Six months ago, an advanced prototype artificial humanoid, called Tohshinhei was stolen from a secret laboratory. Designed to be the ultimate law-enforcing machine it has been programmed with a vast knowledge of fighting skills and martial arts. Since the thievery, the world's greatest fighting masters have been slowly eliminated by the Tohshinhei. It is your job to track the machine down and take out its insidious controllers!

Getting down to fighting game basics, Toh Shin Den URA looks most impressive on paper. Like Virtua Fighter 2, the game features a high-resolution display which is far, far superior to what was shown in the original Toh Shin Den Remix. A total of 11 playable characters are scheduled for inclusion, and that's taking into account two new fighters, one titled "Ripper" and the other which will remain secret. The awesome Tohshinhei fighting machine is also scheduled for inclusion along with an all-new end-game boss.

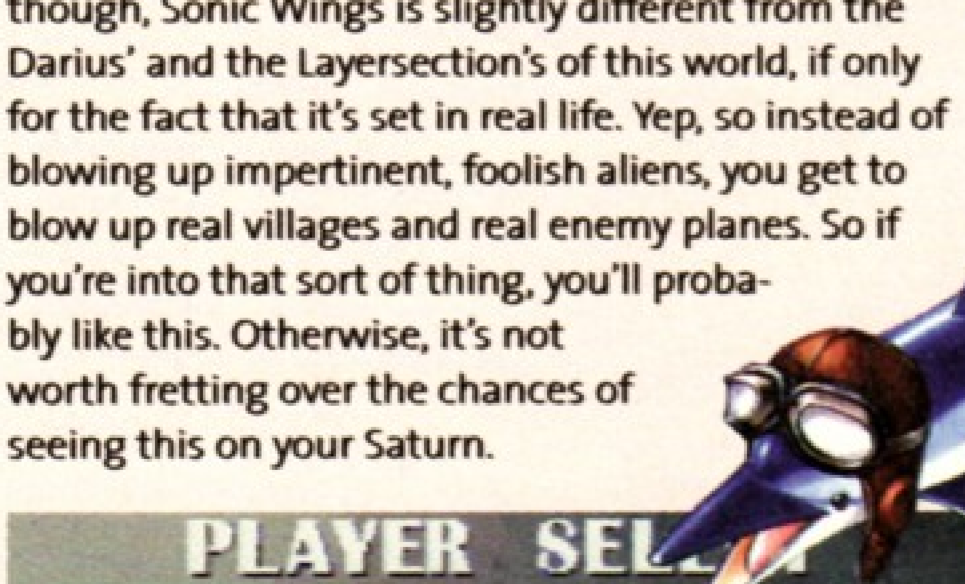
All of this looks most impressive indeed. We'll be bringing you more details over the coming months.Especially as we've just hear the news that Sega will be releasing the game over here sometime in Autumn!

SONIC WINGS

BY MEDIAQUEST RELEASE TBA

Yikes! It's another one of those retro-style shoot 'em ups, where in an attempt to fool everyone that it is indeed an arcade classic, the programmers have deemed it necessary to create a vertically scrolling game. Why can't they be a bit more imaginative and do something new for a change? I suppose they're fairly popular in their own little way though, although games like this would seem a lot more attractive if they only cost twenty quid.

However, it's doubtful whether you'll even be able to buy this one for full price, because it probably won't see the light of day in this country – after all there's already two or three titles like this around already. In its own way though, Sonic Wings is slightly different from the Darius' and the Layersection's of this world, if only for the fact that it's set in real life. Yep, so instead of blowing up impertinent, foolish aliens, you get to blow up real villages and real enemy planes. So if you're into that sort of thing, you'll probably like this. Otherwise, it's not worth fretting over the chances of seeing this on your Saturn.













Sonic Wings, a retro game to mix with the best of 'em. Here we can observe what looks like a Vulcan fighter in glorious mid-flight. Oh those magnificent men!

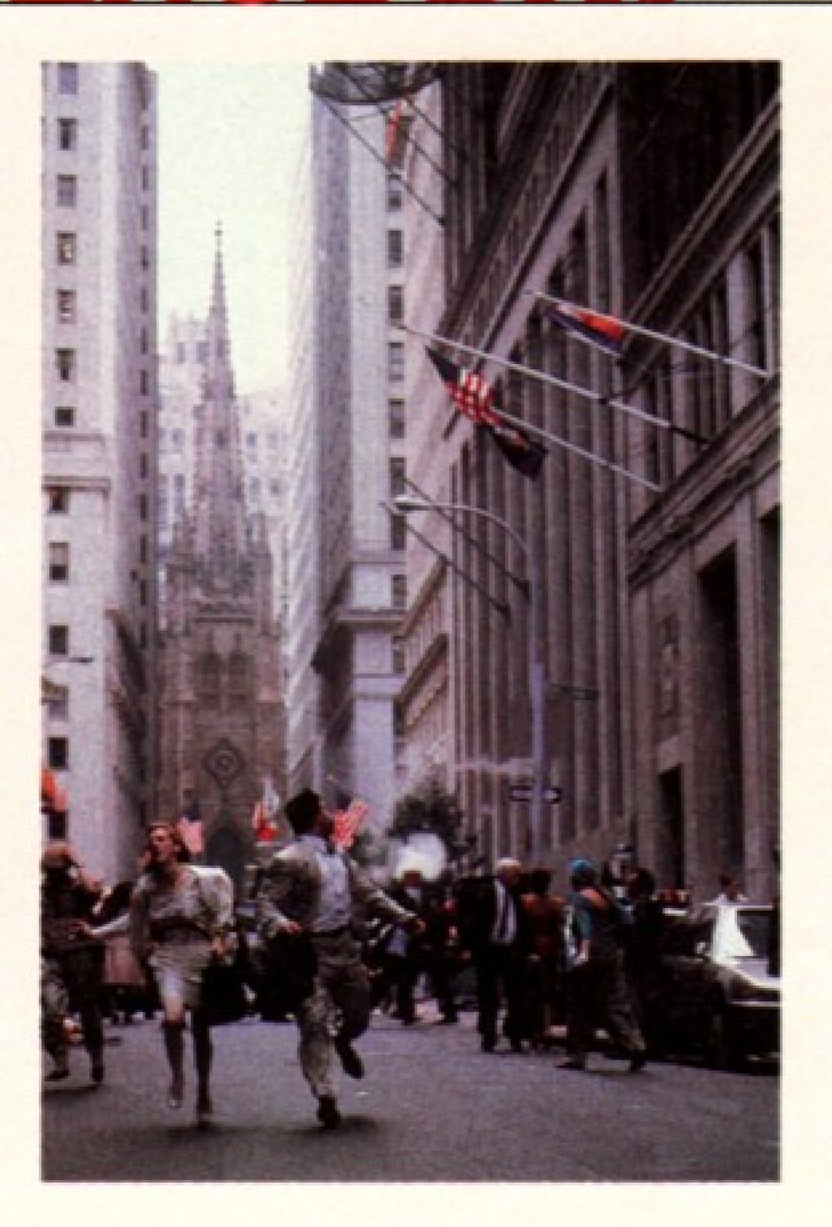
Hey it's Stonehenge. Now the thing about Stonehenge right is that it's all about that infinite godhead business right, and if there isn't a godhead right then what about hippies?

INDEPENDENCE DAY

BY FOX INTERACTIVE RELEASE TBA







(Right) Oh my God everybody! The stock exchange is about to crash! Sell! Sell!

Watch out, because before you know it, Aliens may be invading your own front lawn. Yep, they're gonna come in to your house and steal all the food out of the cupboards and leave a big mess in the bathroom. And then they're going to kill you. Well, that's what aliens do, isn't it? Or did you think that you could just leave them little chocolate trails around the house and dress them up in your sister's clothes?

Anyway, you can't have failed to notice that one of the biggest movies around at the moment is Independence Day. Which features aliens doing lots of repulsive things like reanimating the dead and wiping out entire cities, in a vain attempt to deplete Earth of all its essential minerals. Luckily, the nation that gives them the most grief is the good old US of A, the country with the most disposable weapon power and it's there that a massive nuclear showdown takes place. Which, when you think about it, already sounds like a brilliant video game. However, it's going to be a while before the Saturn version of this title is ready, although work has begun on the conversion. A very early version was on show at the E3, although it was a bit difficult to tell from that version what the final game will be like.

At the moment, the gameplay consists of flying sections where you take on the alien empire, and Fox are hoping to include other elements of gameplay for the final version. As soon as we can get hold of some new shots, or a version of the game, we'll be bringing you a preview.

THE BLACKHEADS

OUT NOW ON TAPE.



IF YOU'RE SERIOUSLY INTO BLACKHEADS, AND YOU'D RATHER NOT BE, CHECK OUT NEW OXY BLACKOUT. IT HAS SPECIAL STICKY TAPES THAT LIFT OUT BLACKHEADS GENTLY. BLACKHEADS? OXYCUTE 'EM!

TANK

It's monster mechanised mayhem!



PUBLISHER	GAME STYLE	RELEASE DATE
BMG	Shoot 'em up	January '97
ORIGIN	Mass Destruction – a PC game by developers NMS	
ITS A BIT LIKE	Loaded, or the 3DO game Return Fire	







Holy Smoke – trundle into town and hit the church. With a few rounds of high explosive shells. You can even drive through the remains. Is nothing sacred?

One impressive technical touch is the way your firepower reflects off the water. Our favourite is the flamethrower – position yourself on the bridge and watch the reflections as you strafe your gun. Well, *we* were impressed.



All those who feel their kitsch threshold threatened by the likes of NiGHTS and Virtua Fighter Kids will soon be able to vent their frustration in a game that makes Loaded look about as radical as that knitting programme Una Stubbs used to present.

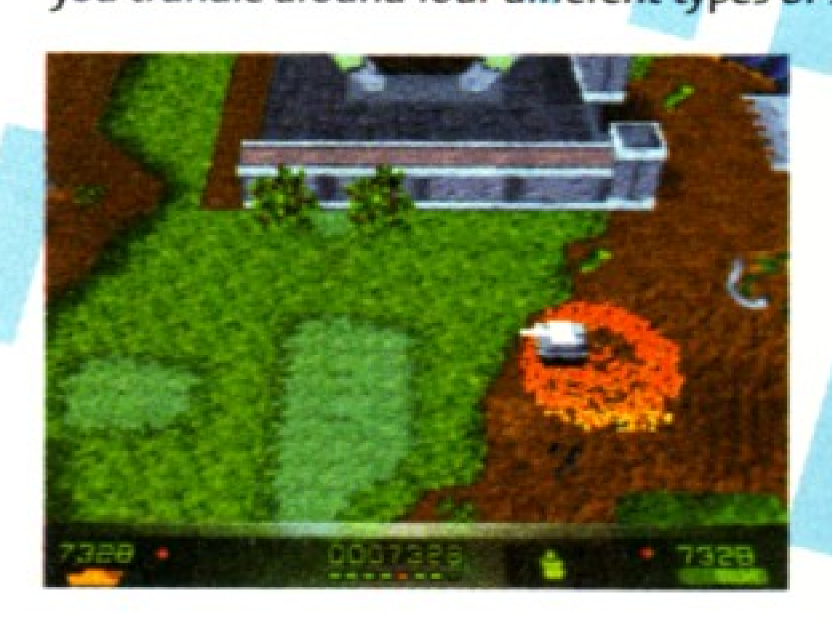
American developers NMS (yeah, and you thought that was just a Nintendo magazine didn't you? They've obviously been moonlighting) have just completed work on a PC game called Mass Destruction. This overhead tank shoot 'em up has been picked up by BMG for Saturn release in the UK under the imaginative new title of Tank. The name reflects the refreshingly straightforward gameplay – you trundle around four different types of scenario, taking on opponent tanks and blasting the local architecture to bits. Cross bridges, camouflage yourself under rivers, drive through city walls, blast buildings and engage opponents in games of cat-and-mouse. The whole thing soon develops into sort of 'Return Fire without the bits where you had to think' scenario as, over 24 loosely strategical missions, you employ cannons, machine guns, proximity mines, flame throwers, smart bombs and guided missiles against your targets. You are instructed to sanction with extreme prejudice anything that gets in your way, and it says something for the look and feel of this game that designated buildings, radar facilities and enemy tanks (all 'legitimate' targets) often get forgotten as you make a detour into town to shell the clock tower and a small chemical refinery. Just because it looks good.

> **"Legitimate targets often get forgotten as you make a detour into town to shell the clock tower and a small chemical refinery. Just because it looks good."**

Although Tank is hardly what you'd call sophisticated, it does boast some sophisticated eye candy courtesy of a new system called, ahem, 'Sprolygon technology'. NMS claim that the result of this new polygon application technique is a more seamless integration of 2D objects with 3D objects. We certainly wouldn't argue that the animation in Tank is extremely smooth, and the game has a lot more depth and clarity than we're used to.

As to what the hell a 'sprolygon' is, we're none the wiser. Elsewhere in the game there are little touches that really make it worth exploring – the rippling mine effects, the spectacular explosions and the clever way the flamethrower reflects off the surface of rivers when it's fired from a bridge. But most of this game's appeal lies in the way that, like Loaded, it makes no apologies for presenting a down-to-earth combat frenzy with only minimal dressing. After all, it's obligatory for every collection to feature at least one game that's likely to upset an elderly relative.

The PC version of Tank is already complete – the Saturn conversion takes next priority, with Playstation following third. We've secured pictures from the small amount of Saturn work that is complete – namely the first few levels, minus most of the opponents who are the only thing that stand between you and your killing spree. We'll be back when there's more.







KILLING TIME

The fixed perspective on the action allows great detail on the buildings in each scenario. If you're worried about the same brown and grey office blocks turning up over and over again then care not. The dockyard cranes are best demolished with some well-placed land mines (these are deposited from the back of your tank at the press of a button). The resulting damages topple the machinery with spectacular effect. Even the town church isn't safe from your shelling – you can bombard the old building bit by bit, and even drive through the ruins of each bit you've demolished, switching on the flamethrower fro extra effect in the remains. Is nothing sacred? If you want to annoy the local residents even further, then you can torch the local timepiece – the town clown goes up a treat if you get bored while waiting fro the junction lights to turn green. Only its charred and twisted remains are testament to your inner city redevelopment.







You'll never know the time again after this tantrum.





Those windfarms you see in the countryside are really annoying aren't they? Sort them out for good.





Some targets just don't want to be blown up, amd these are crying out to be mined...



...a simple button press deposits the little fellas from the back of your tank. Ta-da!



WISH YOU WERE HERE

These pictures from the PC version give some idea of how the Saturn version of the game will develop. While the basic strategy and shoot 'em up elements of Tank will remain, three new scenarios will be introduced across the remainder of the 24 missions. You'll trundle through forest, Arctic tundra and desert wastes seeking to fulfil each mission. Stop to admire the scenery. Or demolish whole suburbs of listed buildings for no apparent reason. The choice is yours.

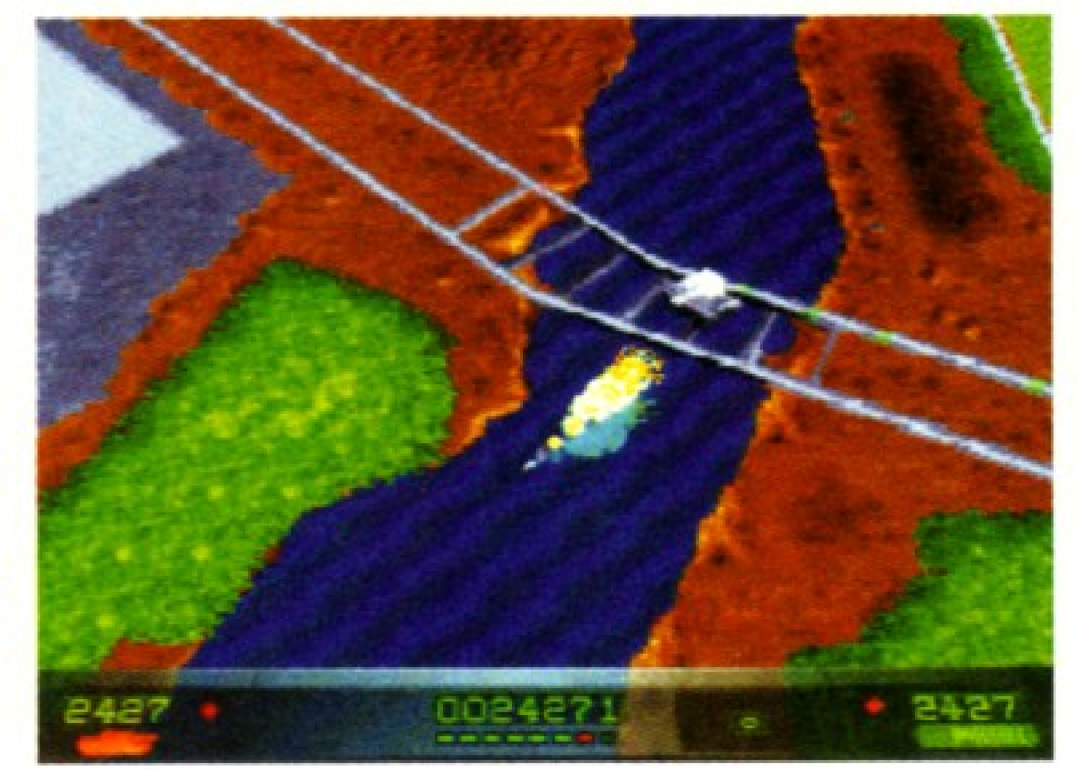






One of the few opponents to have been programmed in yet.







Landmines leave these little pizza-shaped explosions. Be careful – you don't get much of a fuse.

Crime Wars

Road rage drivers narking you off? Then destroy them all with your guns!

PUBLISHER	GAME STYLE	RELEASE DATE
Domark	Killing! Killing!	September
ORIGIN	All- new original game which is a bit like Mad Max.	
ITS A BIT LIKE	Micro Machines with big guns. And a free- form environment instead of tracks. And a split screen two- player mode.	







It is THE FUTURE again. And, as we've all come to expect these days, law enforcement has been privatised. Yeah yeah, tell us something we can't predict. Anyway, as you'll probably no doubt have have had drilled into your head a thousand times, Western society is on the brink of collapse, with gangs of heavily armed bandits cruising the streets in their cars and thieving and killing everyone. Well that's a surprise then. So, right, as usual the foresighted elders of THE FUTURE decide that the best way to clamp down on this sort of behaviour is to offer people a cash reward for blowing each other up.

> **"Patrol the streets of Carcassville, keeping it safefor little children by loosing off thousands of high explosive rockets all over the shop..."**

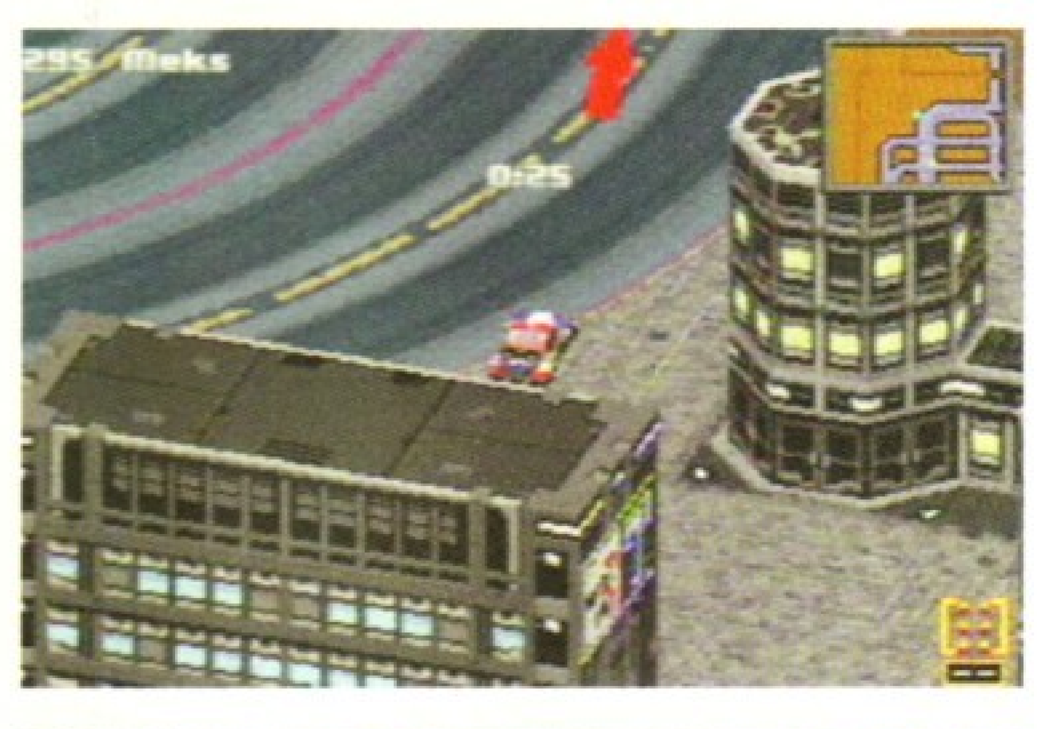
Ingenious. That'll slash the murder rate of the cities, I'm sure. Anyway, as a public spirited citizen you're cast as the pilot of an armoured death vehicle patrolling the streets of Carcassville keeping it safe for little children by loosing off thousands of high explosive rockets all over the shop.

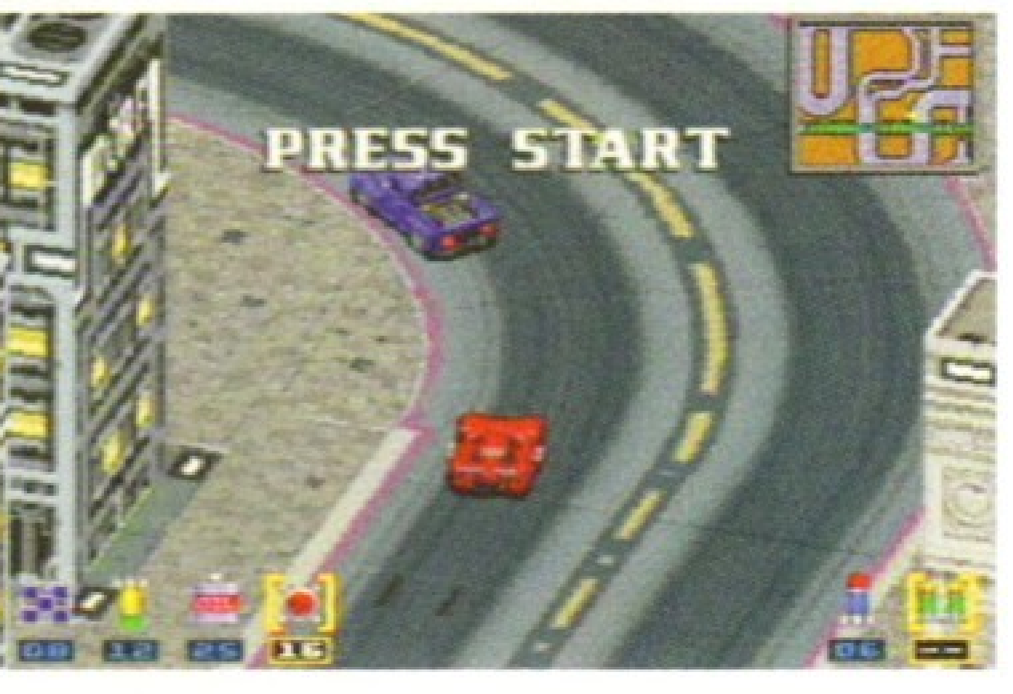
Of course, there has to be some way to tell the cops from the crooks, so you can't just steam around the town blowing everyone up just because they've got shifty eyes. No, you have to wait until your Control tells you there's a perp on the loose, then follow the directions given by the whacking great arrow sitting above your head to their location. THEN you can blow them up. But hey, you can't make an omelette without breaking a few eggs – or a souffle for that matter – and the other drivers occupying your road space look like they've just popped out of a chicken. If your pursuit is impeded by slowcoach commuters, no-one's going to stop you from blasting them (although you are penalised precious cash).



Whilst this sounds like lots of fun, just patrolling the same avenues and alleyways the whole time could get a mite boring. For this reason, the programmers have programmed loads of different environments to careen through, from business districts to beach fronts. Each of these have their own look and hazards, along with differing road layouts. As if this isn't enough, you're also given the opportunity to drive numerous different vehicles, from dune buggies and sports cars all the way up to cantankerous road rollers! Money earned by killing everything is put to good use repairing your own damage and buying up all-new weapons and other toys so you can customise your motor like any God-fearing boy racer.

At the moment, only two of Crime War's eight planned levels are finished to a playable degree, but from what we've seen it looks like there's a lot of spanner-defying car smash jollity waiting in the wings. The graphics are neat and detailed and the controls are simple, as this kind of game requires, whilst still being comprehensive. Domark hope to have the finished article rolling out next month, when we'll be laying our greasy paws on it for a review. Don't cross the road without it.











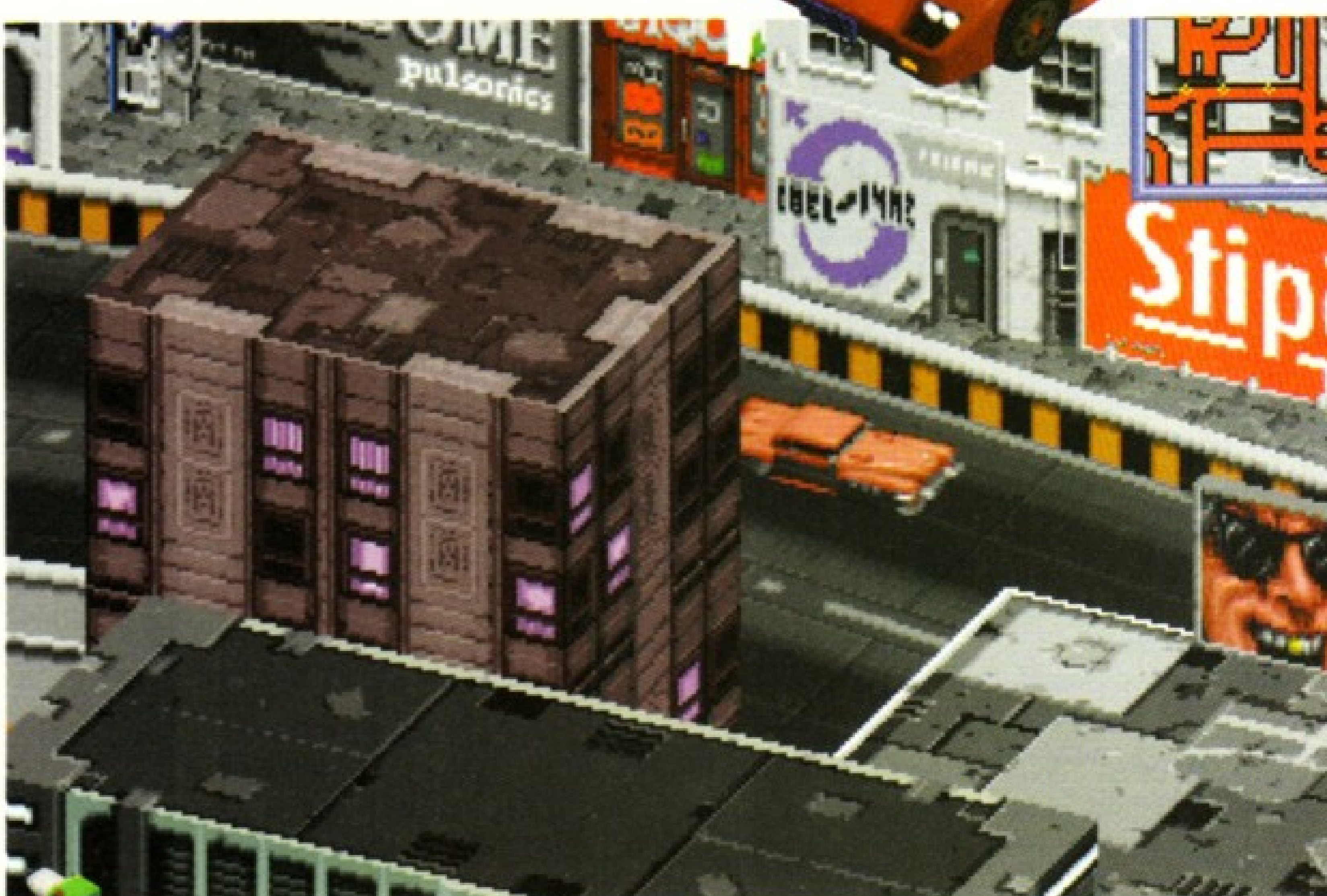


OPEN HIS HEAD! TAKE THE MONEY!

Money makes the world go around, the world go around, the world go around, or so they say. Mind you, they say that in the world's most annoying song, so quite frankly, who cares? Well drivers in Crime Wars certainly care, because the whole point of the game is to accumulate loads of the stuff. Enough to escape those mean streets and go kill a better class of person. Each lawbreaker you nab reaps a differing quantity of cash, cash which may then be spent doing up your banger to improve your performance, or saved up. Saving cash might sound like the preserve of old ladies, but you'll need to learn this tricky skill, as you can only move on to the next level when you have sufficient wonga.

SHORT CUT

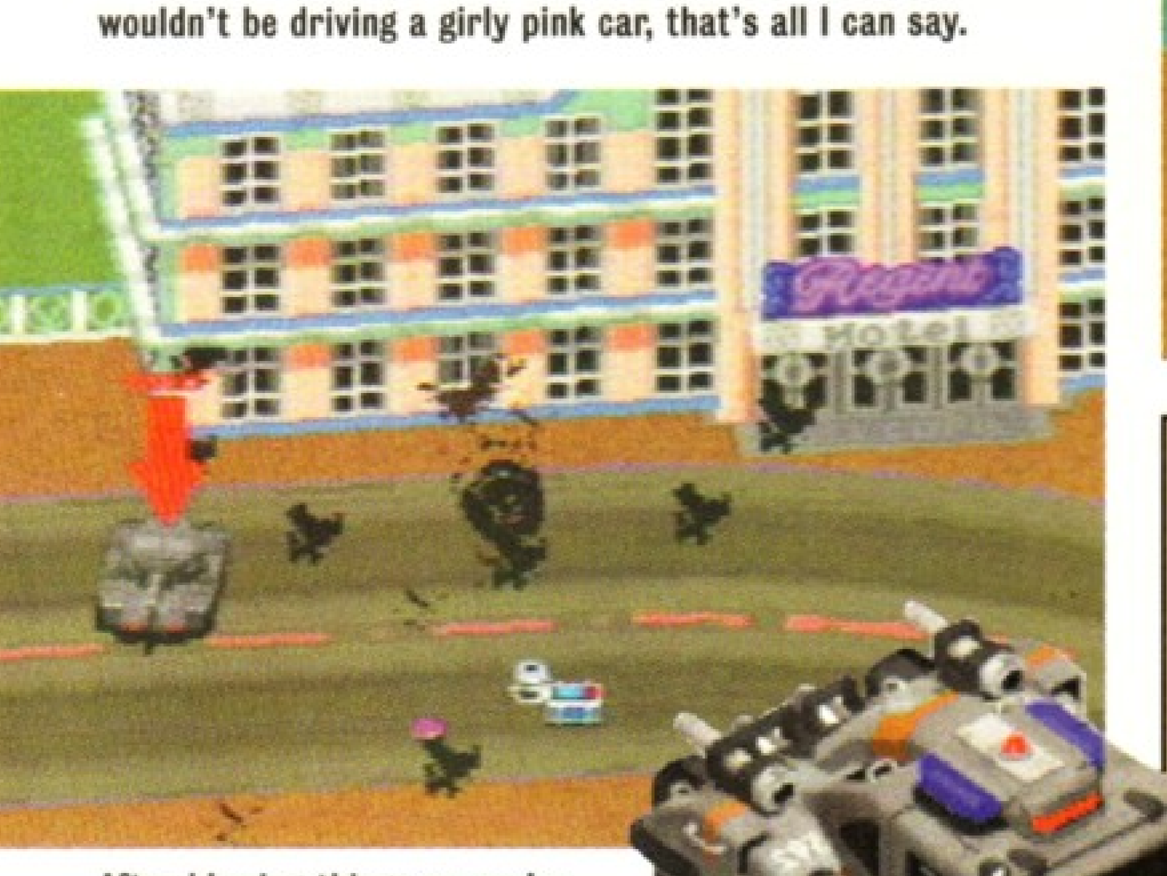
Being a hard-driving operative of the law, you're licensed to drive. And not just pootle about C-roads looking at the trees, oh no – you're licensed to rip your tyres over any surface you like at whatever speed takes your fancy. Short cuts across gardens, pavements, through shopping malls and over other cars are commonplace. Just be very careful chasing anyone up a railway track – there could be a train bearing down in the opposite direction.



The red squiggly thing in the top right of the screen is your little map thing. It shows how the streets in the immediate proximity connect together. How nice.

This bloke probably thinks he's really hard driving around with all his guns, shooting at everyone. Well if he was that hard, he wouldn't be driving a girly pink car, that's all I can say.





After blowing things up you're given the opportunity to raid the shattered carcass for power-ups. This is a good way of increasing your arsenal without spending money. Although if you're in a tank you shouldn't have to worry, really.

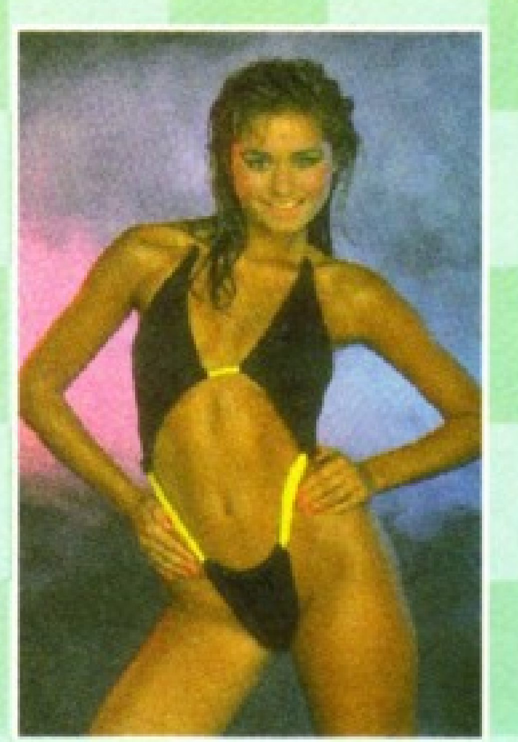
THE CAR NOW A-RIVALLING

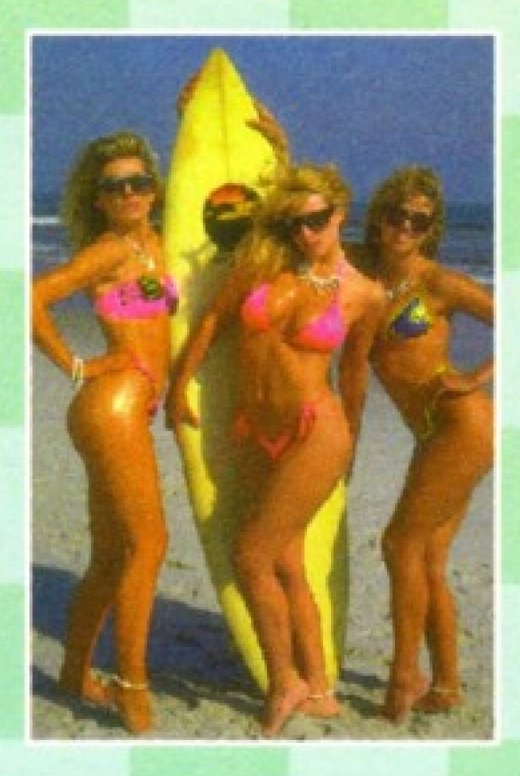
With killing wrongdoers being such a lucrative pastime, it's hardly surprising to discover that you're not the only maniacal motorist on the road. And crime wave or no crime wave, there just aren't enough miscreants to go round. Every so often you'll find another vigilante cutting in on your action, indicated subtly by a flashing great RIVAL sign and an arrow above their head. Shoot these guys too, or they'll steal your kills.



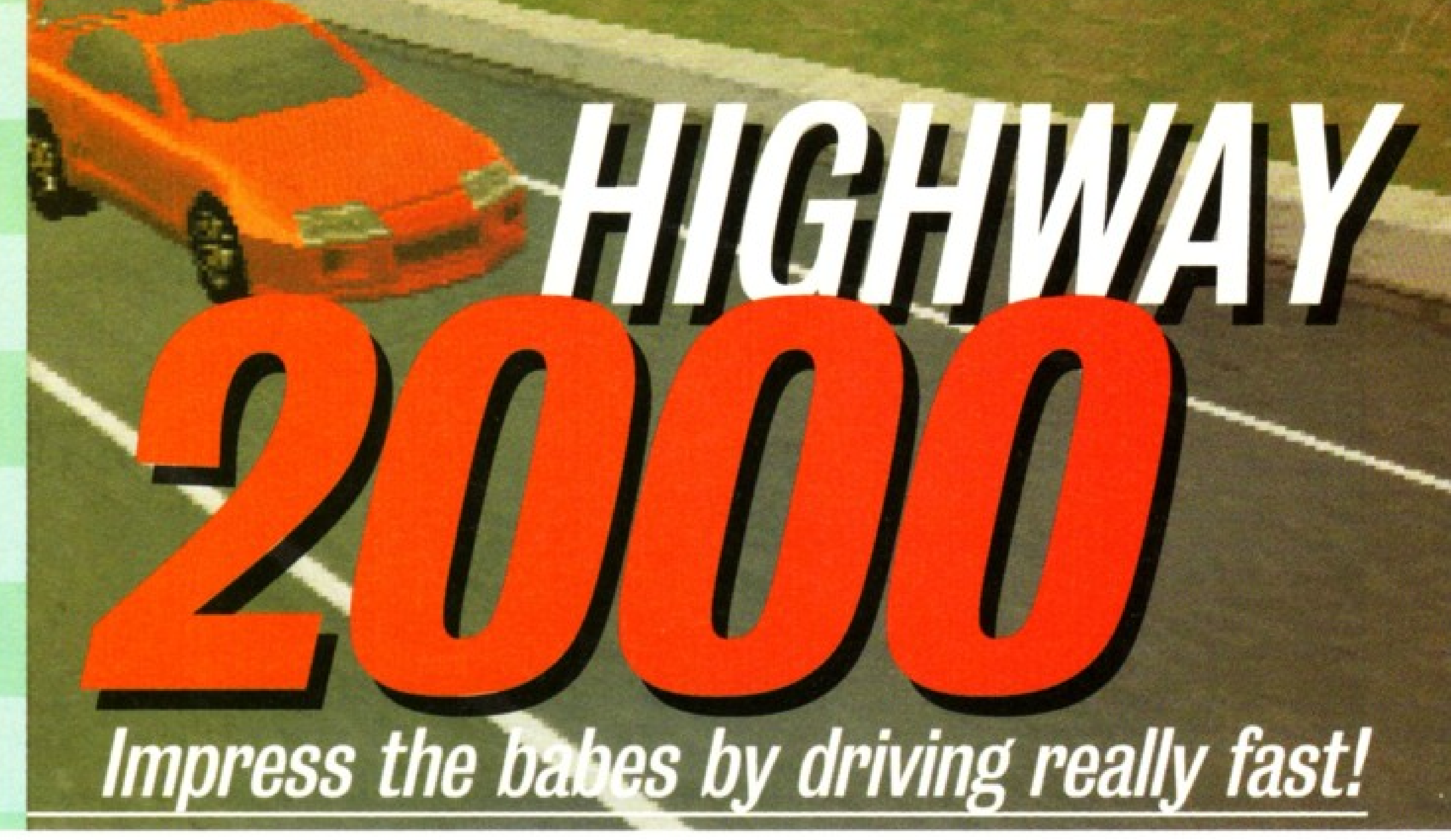
That red arrow indicates that this is a man to shoot. Or girl.







PUBLISHER	GAME STYLE	RELEASE DATE
JVC	Driving	September
ORIGIN	Original title	
ITS A BIT LIKE	Daytona but trying to pick up a date at the same time.	



HIGHWAY 2000

Impress the babes by driving really fast!

The title Highway 2000 might make you suspicious. It sounds like one of those crap early Eighties films that was a straight-to-video rip-off of Mad Max – lots of desert roads, cars with spikes in the wheels, and the usual assortment of laughably bad acting. Fortunately you can rest easy on that front because Highway 2000 is actually set around ordinary urban racing circuits designed to test the driving skills of those with a penchant for speed.

> The emphasis is simply on tearing around at top speed, making use of some power-sliding on the bends and pedal-down acceleration on the straights.

There are five circuits to choose from in all, and three different sporty cars to pick from. Each of the circuits provides the usual range of straights, hairpin turns and the odd chicane, and the emphasis is simply on tearing around at top speed, making use of some power-sliding on the bends and pedal-down acceleration on the straights. Players can either race in time trial on their own to familiarise themselves with the track, or in competition against another racer who gets a head start to make things all the more difficult for you.

It's in competition mode that Highway 2000's novelty feature pops up and that's when you're choosing your navigator. It's actually more bizarre than it sounds because each of the ten navigators is a seductive babe who doesn't really navigate at all, choosing instead to bestow praise or spit insults depending on how well you're doing.

Highway 2000 might look familiar to a few people. That's because it's based on a racing game released some time ago in Japan called Dead Heat. The urban style backdrops means it shares something in common with Daytona and the PlayStation racer, Ridge Racer, although just whether it measures up to these in the gameplay is something we've yet to discover.

Apart from the babe novelty, Highway 2000 doesn't look like pulling any surprises. But, as we tend to say in the great gaming world, you just can't tell until there's a Saturn Mag review in the bag. And there won't be one until next month so you'll have to hang on to your hand brakes until then.



Just where this racing is supposed to be taking place is anyone's guess. In the background I can make out the Golden Gate bridge, Sydney Harbour and Disneyland among other things. Unfortunately there isn't much time to enjoy the scenery while trying to take a bend at 220 kph! So keep your eyes on the road ok? And off the scenery. And your navigator as well!



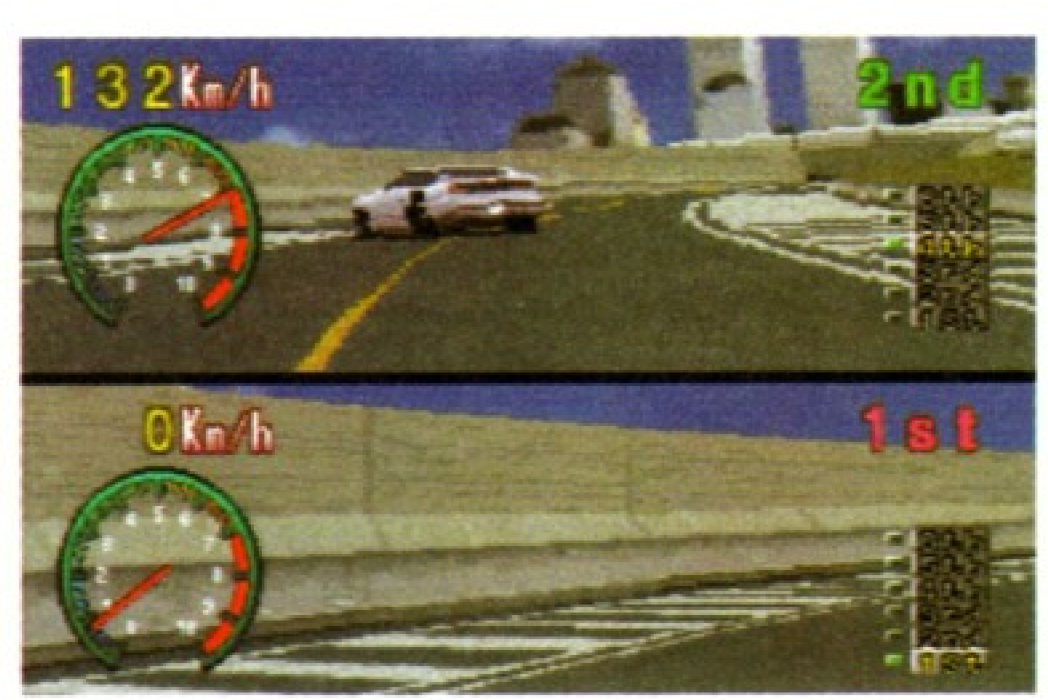




There are a total of three cars to choose from in Highway 2000. They are all babe magnets understandably enough, and have hard names like Mad Viper.



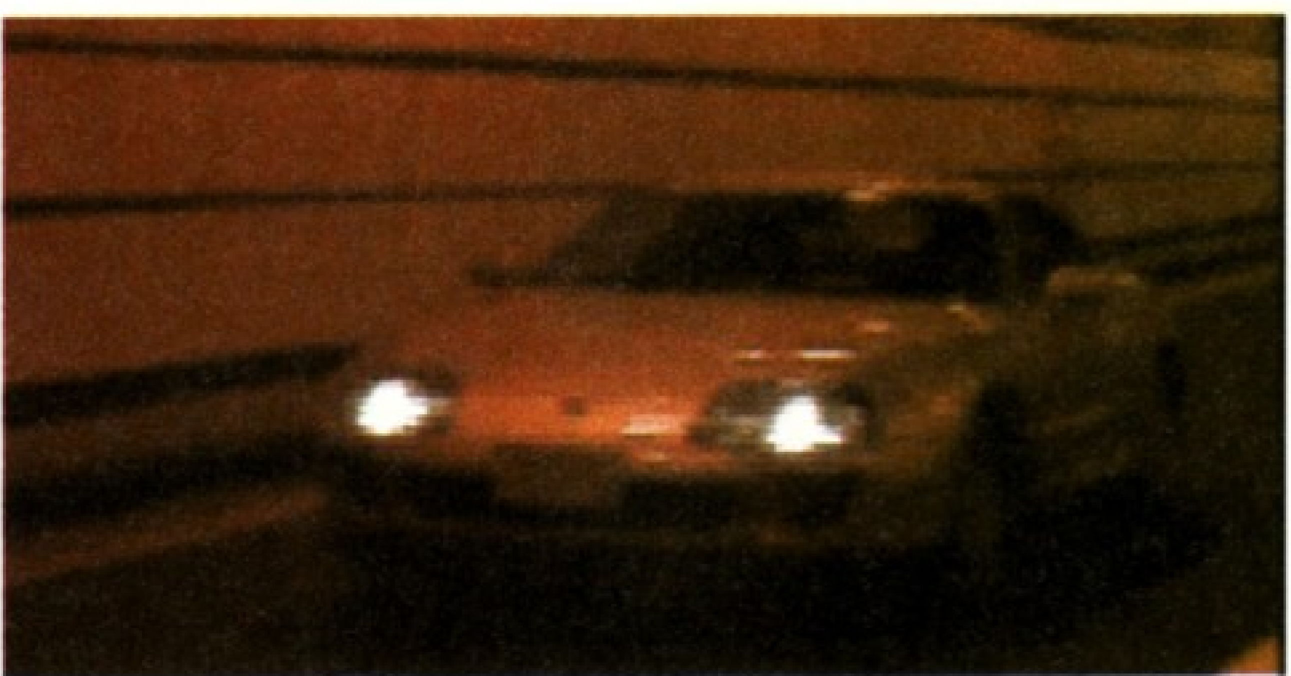






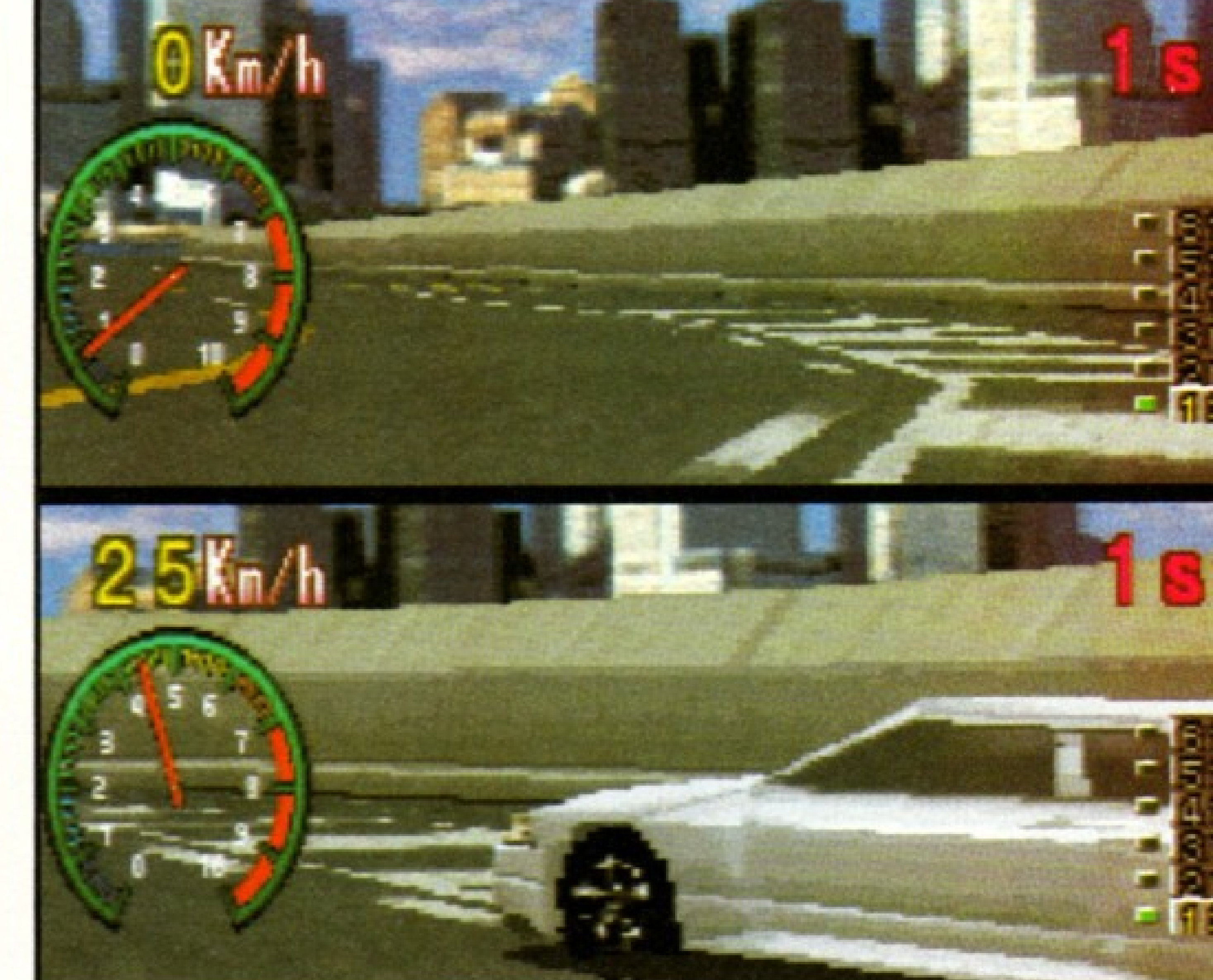






JUST THE TWO OF US

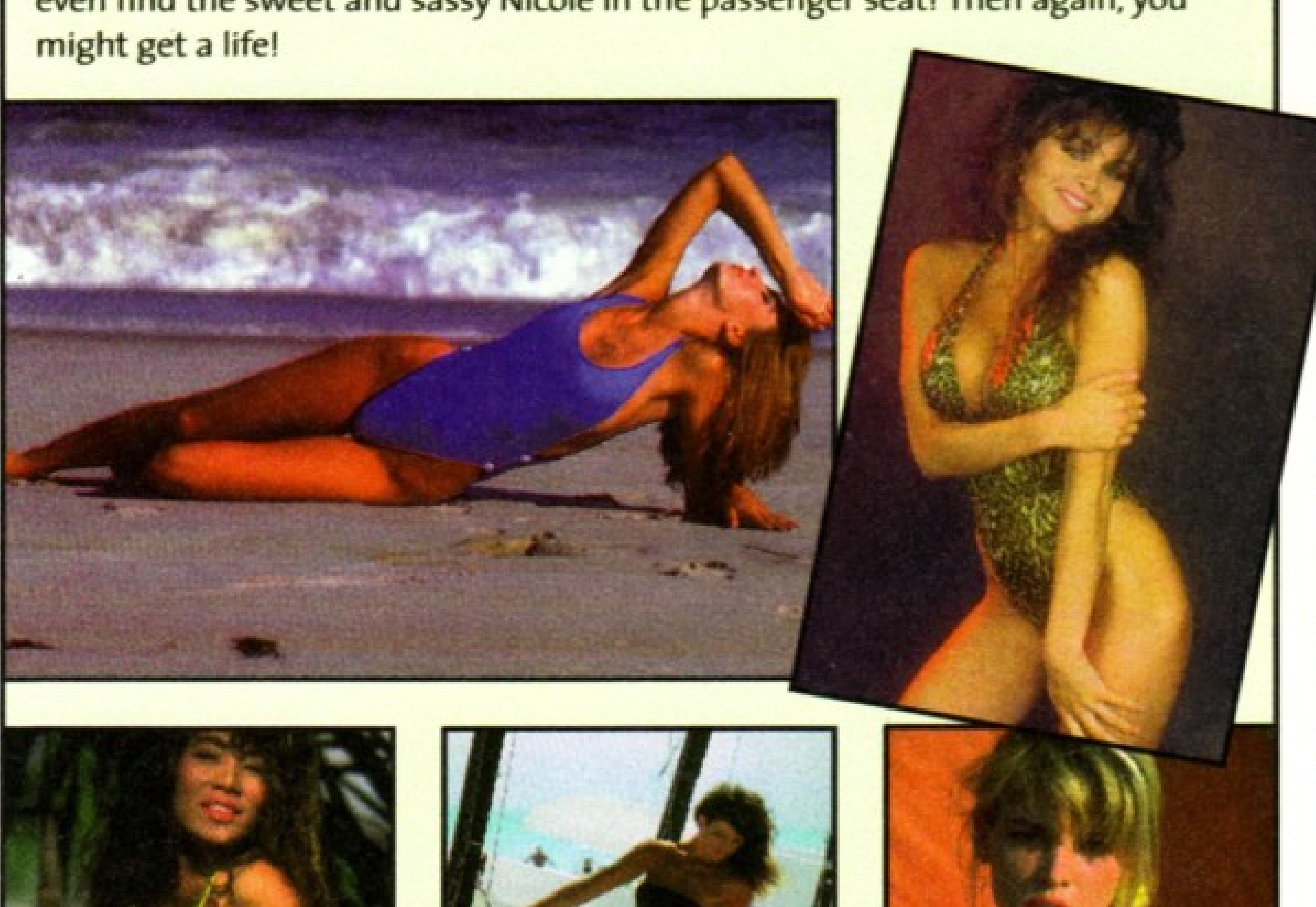
As is pretty standard with Saturn racers these days, Highway 2000 includes a split-screen mode so two players can compete against each other. Races in two-player mode are one off events and aren't incorporated into tournament mode. Still, at least this means your real life opponent doesn't get a head start, as is the case when playing the computer.



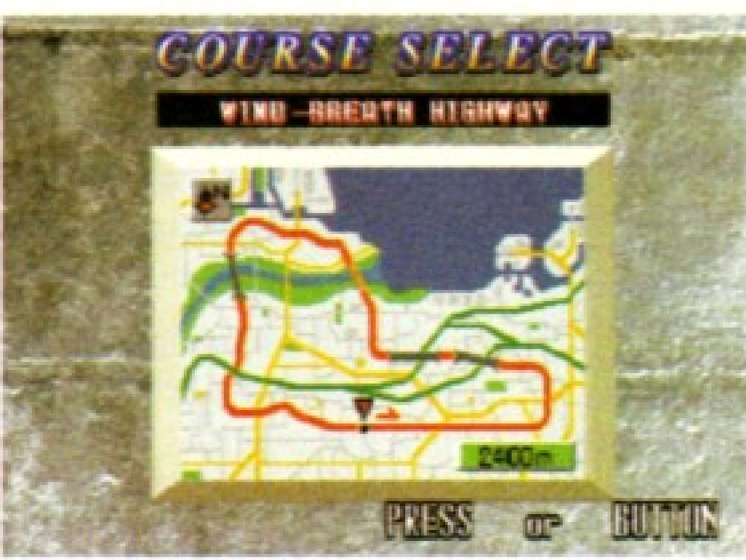
Highway 2000 features the all-important split-screen two-player mode. Unfortunately, the babes don't tend to get involved when you're racing a chum so there's little opportunity to damn each others manhood and be validated by your scantily clad navigator. But the good thing about two-player mode is that, unlike the computer opponents, your adversary doesn't get a headstart.

DRIVE LIKE A MAN!

It's Highway 2000's somewhat dubious 'babe' feature that tends to provide novelty enough to set it apart from other racing games. Essentially they are there to act as a 'navigator', although it quickly materialises that such a title is more than a little euphemistic. The in-car-babe's main job is to either damn or praise your masculinity by flirting a bit if you do well or sneering at your inadequacies if you can't even drive in a straight line. For some bizarre reason they all shun traditional driving wear in favour of bikini's and swimsuits. Originally all the babes were Japanese and all looked like air hostesses. However, for the European market, Euro-babes have taken their place. Who knows, you might even find the sweet and sassy Nicole in the passenger seat! Then again, you might get a life!



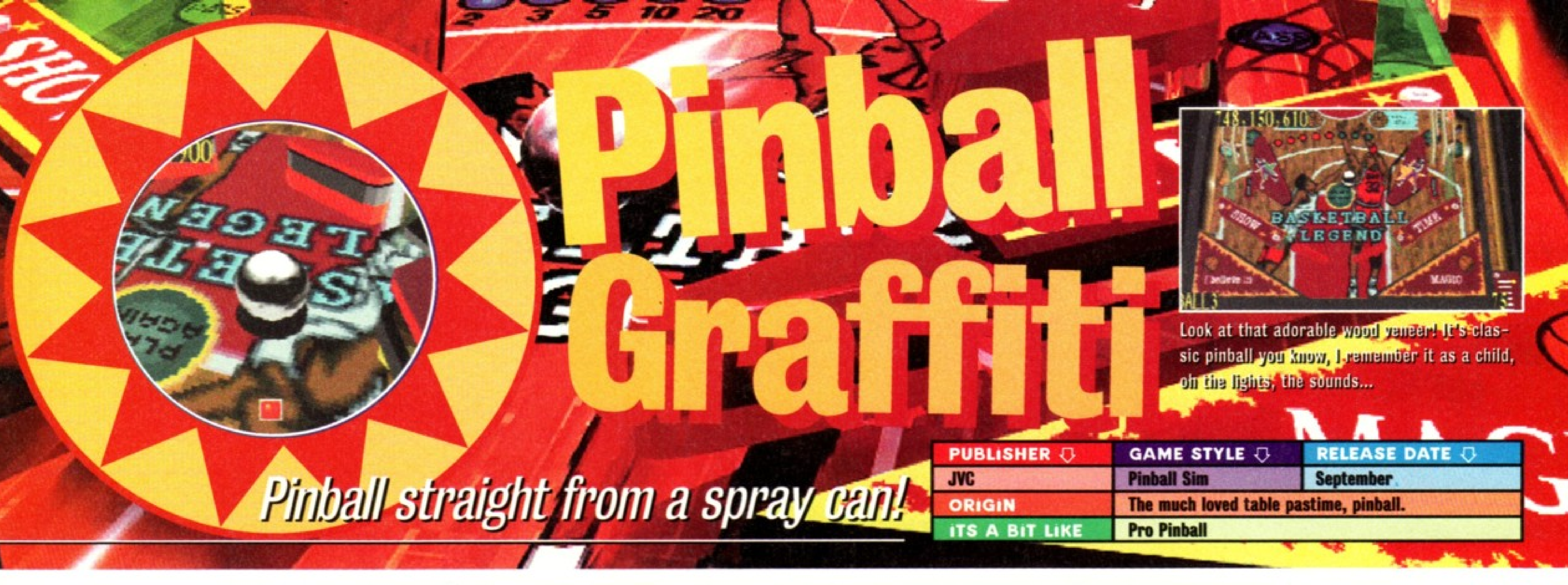




That's right, along the 'Wind-Breath' highway a driver is assaulted by gastric whirlwinds!



There are plenty of opportunities to do a bit of power sliding when you take a bend.



Pinball Graffiti

Pinball straight from a spray can!

Look at that adorable wood veneer! It's classic pinball you know, I remember it as a child, oh the lights, the sounds...

PUBLISHER	GAME STYLE	RELEASE DATE
JVC	Pinball Sim	September
ORIGIN	The much loved table pastime, pinball.	
ITS A BIT LIKE	Pro Pinball	







This is getting serious. Stumbling bleary eyed into the offices in the morning, it's now necessary to carry a shovel on your back simply to dig through the sea of endless pinball sims that arrive by the truckload day after relentless day! But hey, it's all part of the job to good ole' PINBALL SATURN MAGAZINE...sorry, I mean SEGA SATURN MAGAZINE.

Pinball Graffiti is the latest pinball sim to join this burgeoning genre, and its publishers, JVC, are pretty confident that it's got what it takes to stay a cut above the rest. This might well be more than PR hot air as well because there are a variety of elements in Pinball Graffiti that can claim to be truly original.

> **"The design of the tables hints at a bit of nostalgia for some old school pinball, and are apparently based on genuine tables from the misty-eyed past."**

Obviously the principle mechanics of the game will be familiar to anyone who's been around long enough to know the game pinball. In Pinball Graffiti players get a choice of three tables – Basketball Legend, Card Master and Circus Fantasia – each of which features some snazzy thematic touches to push the message home. Fundamentally they're all quite similar, the first two featuring base flippers only, with only Circus Fantasia including additional top flippers.

Like all pinball games the emphasis is on points, accumulating more rapidly the longer you can keep the ball in play. Each table assumes its own characteristic style in trying to do this. The Basketball Legend table might offer up a free throw, the Card Master table will give you the chance to gamble on the fruit machine, and the Circus Fantasia uses the top flippers for a variety of sub games. All of these bonus elements are displayed on a mock dot matrix screen to enhance the realistic experience.

The design of the tables hints at a bit of nostalgia for some old school pinball, and are apparently based on genuine tables from the misty-eyed past. Likewise the sound effects which clunk and ping with a reassuring heaviness.

Among its original features, Pinball Graffiti includes an option to view the action from inside the ball itself, as well as just behind it or from any other angle that takes your fancy. It also uses cut shots which close in on particular parts of the table where something interesting is going on.

As for how it compares to the legions of other pinball games on the market – well, you'll just have to wait until next month pinball brethren!







(Left) This is how one of the bumpers' looks from a balls-eye-view.

Pinball Graffiti – it's not by George Lucas you know!

VIRTUAL BALL

As strange as it may sound, Pinball Graffiti lets you enjoy all the action from the perspective of the ball itself. At least you get the chance to see how it feels to be constantly battered about by bumpers and flippers. This take on the pinball game hasn't been seen before and to some extent it's a bit f a novelty thing. If you're finding the usual pinball too easy though, it certainly succeeds in making things much more confusing.



(Above) The mock dot matrix screen will occasionally act like a fruit machine on the Card Master table.





(Left) This, believe it or not, is your faithful ball.



You can watch the action in Pinball Graffiti from anywhere.

FROM HERE TO THERE

In addition to the virtual pinball element in Pinball Graffiti, players can also choose to view the action from any perspective and angle they like. Why not zoom out until the table is practically indistinguishable, or zoom in until the flippers absorb the whole of the screen. you can even play from underneath the table looking up. Ok, so these extras might not be entirely necessary but they make for a bit of fun all the same.





SHUFFLE

1968, New Orleans. The night had been long and drunk. Now, with the sober light crawling in, I was smiling to myself saying "Forty thousand wasted." Then I called on Stax to check if my credit was good...but I gotta keep off the poker, I just gotta...

4,609,650

MULTI BALL

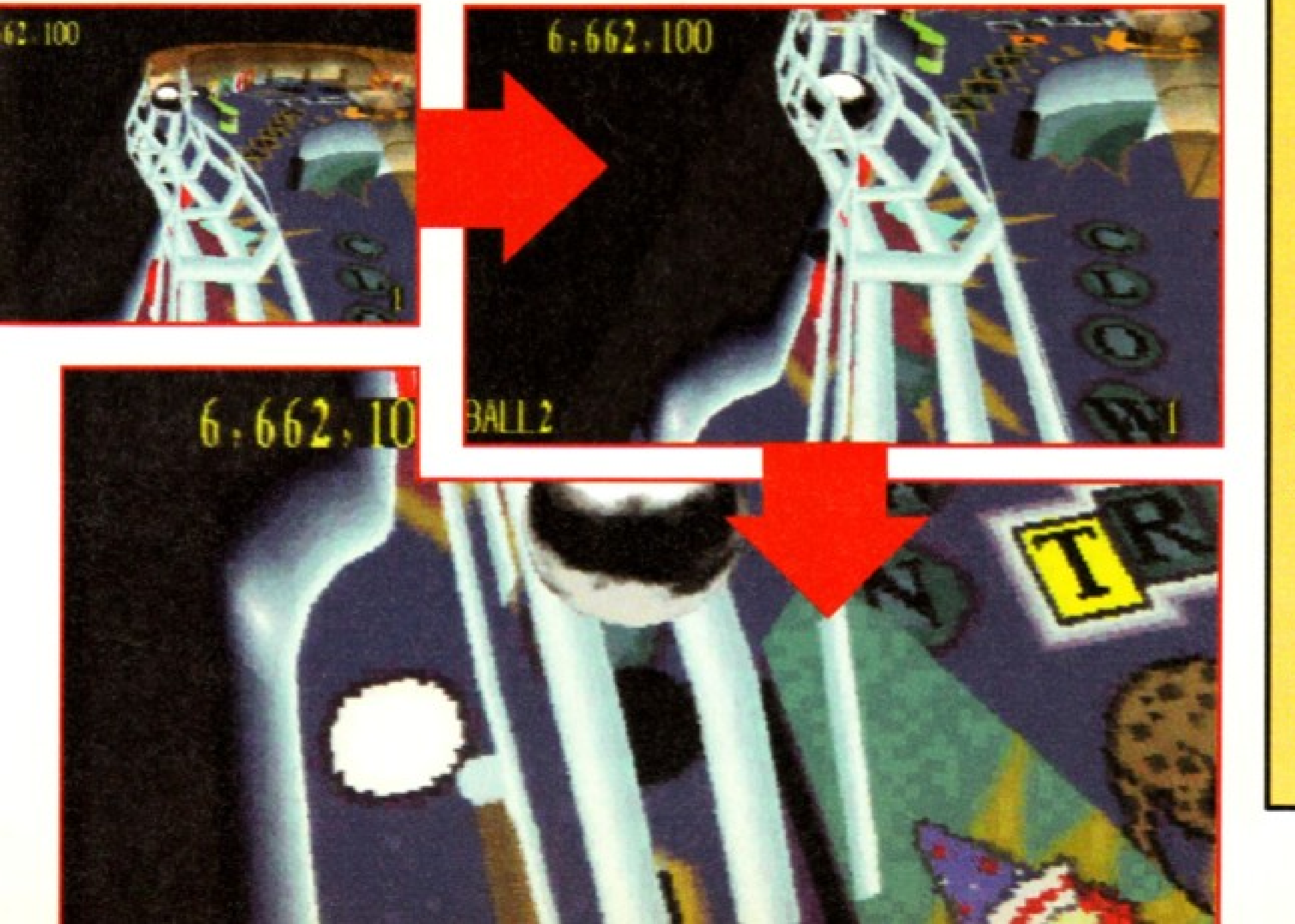


TABLE FOR THREE

There is a choice of three tables in Pinball Graffiti, each of them rendered from a real-life classic table. They each also feature a unique range of sound effects and music to suit the theme.

Basketball Legend: You too can be shooting hoops in this all-American experience. Using the traditional base flippers only, Basketball Legend has such bonuses as 'fast break' and 'trash talk', as well as featuring some appropriately jazzy tunes. It's also got a lovely wooden look.



Card Master: It's time to enter the casino with the Card Master table. This has some smart bonuses like the fruit machine where you rack up three of a kind to earn the points, and also a minigame which involves knocking down the card symbols to pick up extra balls.



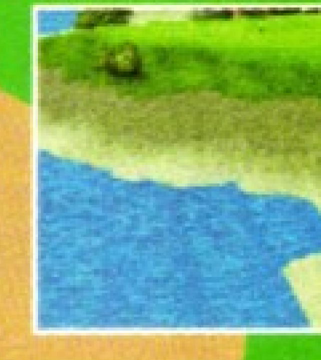
Circus Fantasia: Circus Fantasia is the only one of the three tables to include top flippers. When you manage to get into the bonus, the top part of the table is sealed off and you can start using the flippers to rack up a huge bonus.



Actua Golf

Take out the lemon slacks and Argyle sweater! It's golf time

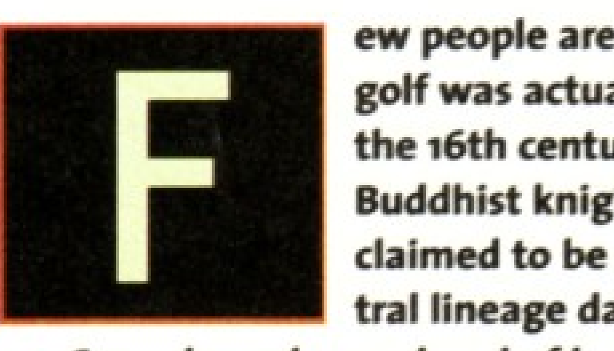




PUBLISHER	GAME STYLE	RELEASE DATE
GREMLIN	Sports Sim	TBA
ORIGIN	The sport and alternative venue for corporate board meetings.	
ITS A BIT LIKE	Virtual Golf, Valora Valley Golf, and golf sims generally	







Few people are aware of the fact, but golf was actually invented back in the 16th century by a small sect of Buddhist knight-monks. This sect claimed to be part of a direct ancestral lineage dating back to the Crusades, where a band of lost warriors eventually settled about the Tibetan mountains. The game was originally intended as a fatalistic ritual to determine the manifold routes to transcendental wisdom, the golf club representative of Christianity's solidly linear infinite, and the golf ball symbolising the eternal within the now. This explains why both the Dalai Lama and the Arch Bishop of Canterbury have such fine handicaps...

> **"Another impressive feature in Actua Golf is the freedom to explore the landscape in its entirety with a vast range of camera options and what Gremlin have dubbed True 3D."**

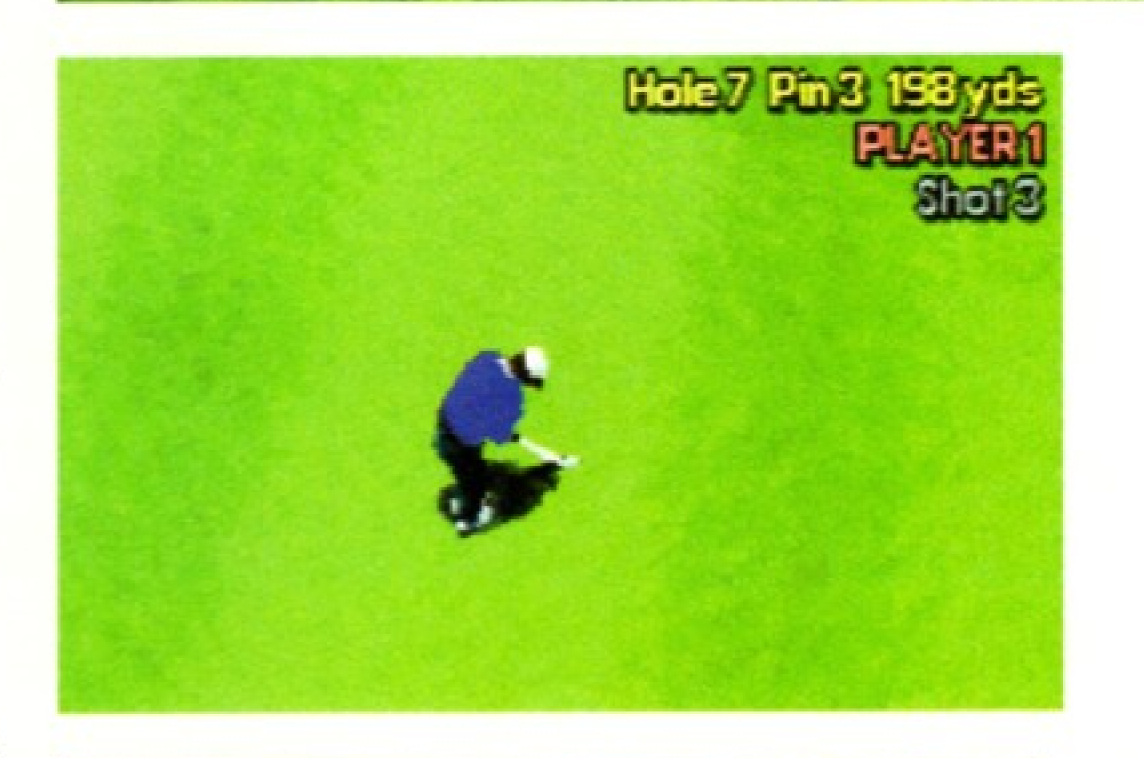
Oh alright, so maybe I just made this up, but if you found yourself faced with the prospect of trying to get someone excited about golf, you'd feel a certain need to embellish the facts a little. It's a very esoteric game you see; if you play it, you become obsessed with it, if you don't, the whole thing seems phenomenally boring. You could say just about the same for its console counterpart as well, although there have been enough golf sims floating about on the Saturn to get anyone with a penchant for the game addicted.

If you've yet to succumb, Actua Golf could be your final temptation. Created by the same team responsible for the amazing Euro '96, Actua Golf is determined to make itself the last word in golf sims. A quick glance at the screenshots should be enough to tell you that Gremlin's confidence is justified. The graphics are looking fantastic, with Gremlin making the most of their in-house motion capture studio to animate the classic golfing poise, right down to picking the ball out of the hole or crouching to line up a shot.

Another impressive feature in Actua Golf is the freedom to explore the landscape in its entirety with a vast range of camera options and what Gremlin have dubbed 'True 3D', meaning you can scrupulously check the landscape for the slightest bump or divot which might affect the travel of the ball.

Add to this the comprehensive commentary from none other than the legendary Peter Alliss, and Actua Golf begins to look like a real winner. Of course, we can't tell you that for sure because we've yet to start on the meat and veg of the gameplay, but rest assured, we'll be donning our napkins and tucking in to a review next month.





A GOLFER'S LIFE

Actua Golf establishes greater depth in the gameplay by allowing you to customise a player and then take them through amateur and professional tournaments in an effort to improve on your handicap. When your handicap is low enough, you're fit to play in the presence of the professionals. Screw up however and you'll be heading back down to sand-bunkered obscurity with the rest of the nobodies. You can maintain this for as long as you please, taking your golfer through a long and potentially illustrious career.








THE VOICE OF GOLF

You might not know the name Peter Alliss too well, but if you've ever stopped to watch any golf coverage on the TV you couldn't fail to hear him. He's the bloke with the mature thatchwood voice, partial to a middle-England chuckle now and then, and perfect for golf commentary. He's recorded absolutely loads of comments for Actua Golf (around 1,500 samples) and because there's such variety in his vocal coverage, the effect is pretty remarkable. He even indulges in a wholesome quip now and then, just enough to get a smirk out of Auntie Beeb. God Bless you Mr Alliss!







It can be a lonely life, being a golfer. Just the club, the ball, the grass, the trees, the sound of birds twittering away, twit twit, chirp chirp...doctor!! Fetch my medication.







Good old River Valley Country Club. It's my favourite you know. Nothing better than a round with Major Appleshaft. Damn fine!



If you're a particularly cunning golfer, both your club and the hole will be attached by a tube which the ball is propelled along. Maybe.



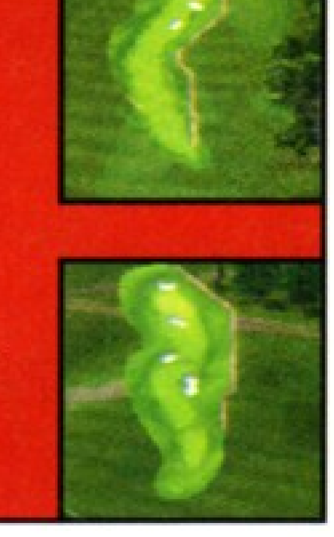
Ahhhhh...I love the smell of cut grass in the morning! Smells of victory!





TWO COURSE MEAL

There are two courses in Actua Golf – the River Valley Country Club and the Royal Glen Golf Club. I'm not to sure whether they're real venues or not but the landscapes, the trees and even the tranquil lakes are all expertly rendered. If you think two courses is a bit meagre, you'll be glad to hear that Gremlin plan to release course discs in the future (which should be pretty cheap seeing as it's only course data) with some more famous courses on them.





Hello, I'm RAD and these hands are deadly kung-fu weapons!

letters™

Aloha, pardners. Here we are once again for the circus of joy we like to call the SSM Letters Feast. Well, we don't really. Generally it's referred to as "Rad, have you done any work yet, you lazy skiver?" around our office. But I like to call it the SSM Letters Feast, in my head. I'd never tell anyone else, mind you, or they'd laugh at me and say I'm crazy. Like if I told them about my secret fantasy of coming in to the office one day and finding the elves had done all my chores and left all my work on my computer for me. That'd show them. Anyway, if you've got a secret fantasy which is linked in some way to the Saturn or its games, why don't you write in and tell me all about it. As long as its not rude or anything. Just nice things. The address is SUMMERLAND MAILBAG, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. You may receive a prize, but don't moan if you don't.



DOESN'T PLAY AND EXCITE

DEAR SSM,

Having bought a Saturn when it first came out in August I feel a bit annoyed with the quality of the games. So far I've bought about 19 games, most of which are crap, apart from VF2, Euro '96, Sega Rally which doesn't have enough tracks.

Then you;ve got games like Myst, Digital Pinball, FIFA '96 which are rubbish. Most of these games have no depth. The reason for this whinge is that I've had a ZX81, Spectrum 48k, Commodore 64, Atari 520 ST and a Amiga 500 which I still have, the games on the Amiga are more playable than the Saturn, for example, Sensible World of Soccer compared to FIFA which only looks like football and just doesn't play and excite like Sensible. It's about time Sega and the other companies realised that the game can't just look nice, it's got to play well (for £50).

By the way a great mag, but the PlayStation mag has free disks every month even though this is a better mag!

Please print this letter to piss my girlfriend off who hates me reading this mag.

Thank you,

Steve "Sensible King" Fawkes, Newton Abbot, Devon.

Hmm. Yes. Although let's face it, Sensible Soccer is about as much like football as Panzer Dragoon Zwei. It's an entertaining game, but bears no relation to the sport and has – weirdly – very little depth. If you want to know what's good or not, try reading the section in the back of the mag called Reviews. This is where we often offer a discourse as to the relative merits of various games. A handy percentage mark denotes their goodness. Perhaps this may help you in your next purchasing decision. Thank you.

Lord knows what those blokes are faffing around doing. They should get on with the game, I reckon.

I FOUND IT DAMN FUN

DEAR SSM,

I can't believe Sony! Sega reduced the price of the Saturn by £100 so they could compete with Sony on even terms. But wait, who was the first to complain? Yes, Sony!

So what happened today? Sony reduce their machine by £100, do we hear roars of disconcern from Sega – no! What's wrong Sony, losing the war – ehh? Why then, concern for the customer? I don't think so.

Next point, what happened to the WipEout conversion. I'm not saying it was crap, it's a top game. But explain this please, it was slagged off because it has a crap frame rate, low res graphics and crap transparencies on the shields. OK then, but the game was much faster than the original version and I found it damn fun to play because of this, and as for the shields, damn! Crap transparencies, but wait – only on the outside of the craft. Go inside and we're treated to a transparent effect that doesn't obscure the view. Why couldn't this effect have been used on the outside view? Sloppy programming perhaps.

Chris Yacomini, Dundee, Scotland.

I can't believe capitalist market economies! Egad, Sony are allowed to compete with Sega on even terms! It's disgraceful! That's the way the world works, I'm sorry to say, and if Sony want to make their machine cheap they can. Although it certainly has more to do with making dough than concern for the customer. Concerning your WipEout comment – yes and no. The Saturn is good with foreground and background transparencies, but sprite transparencies take a lot more work. So yes they could have had perfect shields, but it's not really sloppy programming because it would have taken ages. Hopefully this process will be simplified soon.

DO YOUR BEST TO MAKE IT HAPPEN

DEAR SSM,

In issue 8 you showed a Stop Press about the new Daytona. I have a couple of suggestions to make about the remix.

1 Why don't the makers of it make it on a cartridge so that the cart and the original CD would run at the same time. Daytona Original owners could just purchase the cart and use it with the CD. I think this would be a good idea as Sega could package the cart on its own for £35 odd, and by that time the original would be pretty cheap. Another package could be made consisting of cart and CD for those Saturn owners who have never experienced Daytona on the Saturn. I mean face it, people with the original already are hardly going to rush out and buy another copy of the CD version.

2 If this happens I think it should be called Daytona Cart.

Please give these ideas a thought and maybe tell the developers. I for one would definitely buy the cartridge if it meant two players, extra courses and better than Sega Rally. Please do your best to make it happen because then I'd really be able to laugh and scorn in the PlayStation owners face!

Yours sincerely,

Mat, Romsey.

PS. Why don't you dedicate one or a half-page to PlayStation releases on the Saturn as the Saturn kicks the PlayStation's arse.

Well, that's not a bad idea, but the new Daytona isn't a remix. It's a completely new version of the game, and such would never be compatible with the original code. Maybe other games could utilise this, but sadly not Daytona. Sorry.

MY SAD BROTHER AND I

DEAR SSM,

I am writing to say that your mag is pukka. Also to tell you a few ideas for the title of the next Daytona.

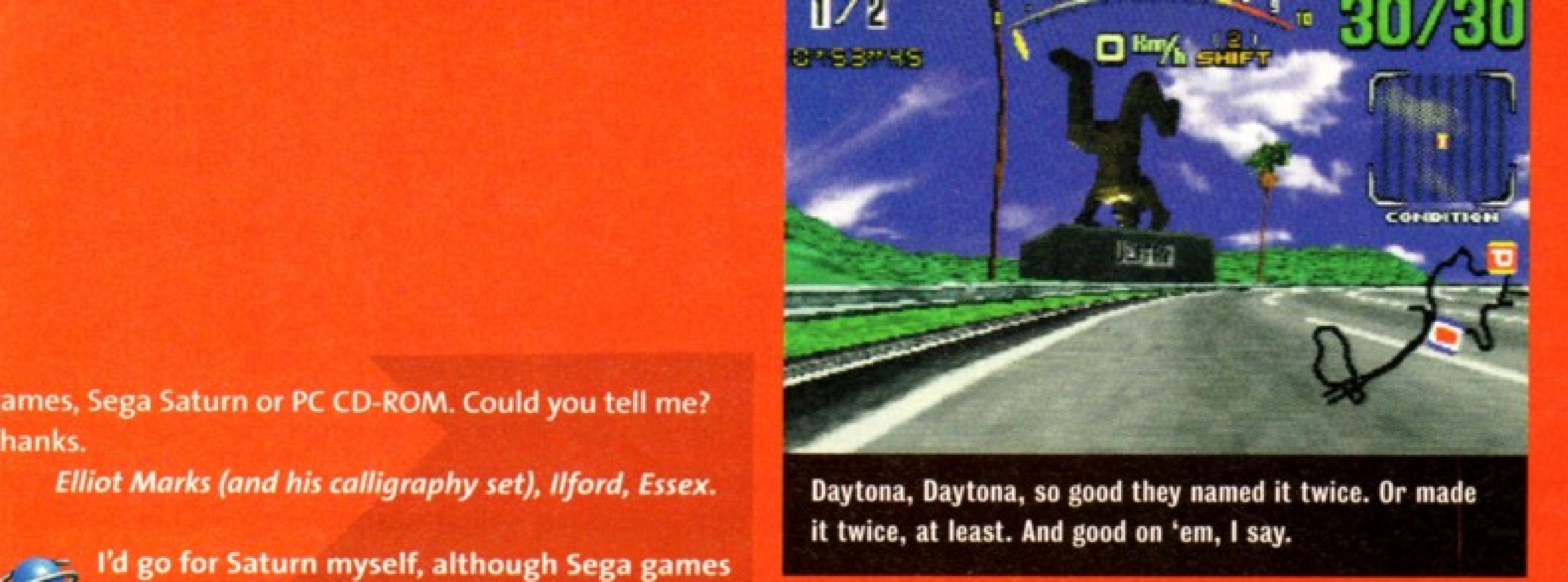
Daytona Speedway.

Daytona Daytona – So Good They Named It Twice.

Daytona Circuit Rally.

One last thing, my sad brother and I always argue about what's better for

Rad photo by David Titlow.



Daytona, Daytona, so good they named it twice. Or made it twice, at least. And good on 'em, I say.

games, Sega Saturn or PC CD-ROM. Could you tell me?
Thanks.

Elliot Marks (and his calligraphy set), Ilford, Essex.

I'd go for Saturn myself, although Sega games are starting to make themselves known on PC. But you get Saturn games earlier, they're easier to use and the hardware is way more dedicated. So there.

RATHER PATHETIC

TO SSM,

I've got tons of new ideas for the new Daytona game, but here are the most glorious:

Super Daytona USA Special Champion Edition Turbo.

Daytona 1 Was Crap, So Spend Another Fifty Quid On This Prettier One Instead.

Or the rather pathetic Daytona Remix.

WH, Langley Wood, London.



Right you are. You miserable get.

STEERING WHEEL CONTROVERSY RAGES

DEAR SSM,

I think your mag is ace. Keep up the good work. I just want to ask you a question. Should I get WipEout now or wait for Destruction Derby?

You see, I've just bought the Arcade Racer steering wheel and it's brilliant. There seems to be some question about the steering wheel . I say that if you have Sega Rally, get 50 steering wheels now. I know that would be a bit pointless but just do it anyway.

Anyway, I want to get a racing game next, because by the end of the year I will have probably gone off the steering wheel. As you do.

Thanks for your time,

Mark Thompson, Huddersfield.

That sticky steering wheel conundrum may see us all to our graves, readers. Here's another missive singing its praises. We were going to print another anti-Arcade Racer letter, but I lost it.

I WAS VERY EXCITED

DEAR SSM,

After seeing Guardian Heroes on the Saturn I was very excited. More so when I heard that Treasure were making the game, after all they did make Guardian Heroes, my favourite ever game.

On 20/6/96 I ran down to Electronic Boutique and purchased the game at a rather cheap price of £39.99. I speculated why it was so cheap. When I got home and played it with a friend I was shocked. It was one of the worst games I had ever played. The intro was superb but everything else was awful. Even the title screen looked very out of date. About a month ago somebody was saying in CVG that the graphics were like a Commodore 64 game. After playing it, I couldn't agree more. The sound was also very poor. The idea of jumping in and out was stupid. The characters were also very small and badly animated. Sometimes there was so many enemies on the screen, you didn't know where you were on the screen. On the same day I ran back to Electronic Boutique and swapped it for the excellent Panzer Dragoon Zwei. Are you sure that Guardian Heroes was done by Treasure? There were no signs or trademarks on the on the game or box.

Kamran A West, Yorks.

Well it's good to see you took plenty of time to get into the game, instead of just dismissing it after ten minutes. Guardian Heroes might be a bit weird at first, and it does take some getting into, but once you've got used to the way it works it's a bleedin' classic. The graphics do look slightly grainy, but that's so they can be warped around in size and effect throughout the game. I'd advise you to rent Guardian Heroes for three nights before you eventually see the error of your ways and buy it again.



Is this game bad? Does the Pope fly south for winter? Or whatever. It's ace. Write in and say how much you like it.

I COULD GET MORE ENJOYMENT

DEAR SSM,

Not being a brill games playing person, I decided to buy the Action Replay for the Sega Saturn so that I could get more enjoyment out of the games.

So after paying nearly £50 from Beatties I rushed home and popped the cartridge in. After the box promising thousands of cheats, there were about a dozen, all of which are for Japanese games.

I decided to give Datel a ring and they game me two 'phone numbers, one which is recorded and never updated and secondly one which is supposed to be for new games but never answered.

Although you get extra memory and universal adaptor function I honestly don't think this cartridge is worth £50 and advise all other Saturn owners not to waste their money on it, unless they know where to get the codes, and if so please let me know.

Also, when will SSM be publishing the codes?

Karl Swan, Luton, Beds.

Well readers, has anyone else out there had this kind of trouble with their Action Replay? Or have you had the opposite kind of trouble? Maybe it's really really good and you've spoiled all your games for yourself. Write in and tell us, or Datel will probably shout because of this negative publicity. Maybe if there's enough of you who like it we might start printing codes, although we're not too sure because they're notoriously unreliable.

NO POINT

DEAR SSM,

Please print my letter as I am a devoted fan of your magazine. In issue 9 of your magazine you stated there was no point in upgrading the Saturn now, but does that mean there will be a 64-BIT upgrade? I've heard that there is one from other magazines and even read it on the Internet, but I will only believe it if you say it's true. So is it? Or isn't it?

Kiranna Tamang, London.

PS I have also heard there is a Virtua Cop 3 on the way. Is this true? If so will there be a Saturn conversion?

We're only pleased to print your letter, as you have the wickedest name I've ever seen. However, if you'd read the reply to the last letter about the Saturn 64 properly you wouldn't have needed to write in at all. There are NO plans to upgrade the Saturn because it DOESN'T NEED UPGRADING. Sheesh, do the games look in any way outdated? Why, no. This is because the Saturn is NOT OUTDATED, and a result IT DOESN'T NEED UPGRADING.

I TOO HAD THIS PROBLEM

DEAR SEGA SATURN MAG,

No other mag has printed my letters, but as you have the best mag out, I am hoping you will not ignore me.

First, I have had a Sony PlayStation, well I had five PlayStations, since last September. The reason for this is the motors keep going dead. So I swapped my last machine for a Saturn. I am fairly happy with the Saturn, but I am very unhappy with VF and VF2. They are not a touch on Tekken. Sega Rally kills both Ridge Racer games.

PlayStations are complete junk, and I will never trust Sony again. Namco make good games, nearly as good as Sega, and I wish they would realise that Sony are making them out as being the reason machines go wrong. As when I wrote to Sony they said that Psygnosis are the best for quality and don't bust the machine.

Last issue David Anderson wrote in asking why his sound and TV quality messes up, I too had this problem. You need to clean the lens, with a glasses cloth (gently). If this doesn't work get a special lens cleaning fluid. And put a dust cover on your machine after use.

Steven Giles, Little Billing, Northampton.

My advice, Steve, is that if another old lady comes to your door selling heather you should buy some in case she curses you again.



If your games skills are vulgar, if you play like a fish, worry nish, here's a man with a surname in Polish! That's right, good ole' Sega-suited Mark Maslowicz is back once more, answering your questions with the same mixture of genius and arrogance that marks his inimitable style. If you've got any queries currently hurtling you towards insanity, send them to A-OK Q & A, SEGA SATURN MAGAZINE, 30-32 PRIORY COURT, FARRINGDON LANE, LONDON, EC1R 3AU.

A FLUTTER ON THE NAGS

Dear Sega Saturn Magazine,

Please answer these questions for me.

1. Will the horse racing game, The Winning Post by Koei, be released in the UK?
2. Are there any more horse racing games coming out on the Saturn?
3. Do you think US Gold will bring out Beach Head and Raid Over Moscow to the Saturn from the Commodore 64?
4. How much longer will we have to wait for Soviet Strike?
5. Will Command and Conquer be out by Christmas?
6. When can we expect to see the next demo CD?

Samuel Turtle, Belfast.

1 Unlikely as no publisher has signed it up yet. 2 In Japan, yes, but here, who knows! 3 Probably not. 4 There's a showcase in this issue so not long. 5 Yes. 6 The next issue!!



And their guns and their bombs, and their bombs and their guns, in your head they are fighting, apparently.

DON'T KNOW MUCH ABOUT...

Dear SSM

I am in a boring history lesson, so here are some questions for your amazing mag to answer.

1. I should have saved enough cash by the end of the month to buy a Saturn and five or six games. Could you please list the following in order of best to worst: Bug!, Virtua Fighter 2, Sega Rally, Mortal Kombat 3, Gex.
2. When are Sega bringing out a new games console and when will it be?
3. Is the price of the Saturn likely to drop again?
4. Is it worth getting the M-Peg cartridge?
5. When is Bug Too! coming out and how much will it cost?
6. Do you have a spare MK3 coin-op knocking about the office?
7. Do you know where I could get an MK3 wallchart from?

Mr Forget Name, Unknown Addresshire.

1 VF2, Sega Rally, MK3, Bug, Gex. 2 Not for a long time. 3 No. 4 Depends on whether you want to which films. 5 Christmas or there about. No price yet. 6 No you cheeky thing! 7 CVG.

PLAYSTATION INFILTRATION

Dear SSM,

I have a few questions for your great mag and I was wondering if you could answer them for me.

1. What's the difference between Sega and Segasoft? Are they the same or a branched off company or what?
2. My PlayStation loving mate reckons that in one of his crap mags it says that Segasoft own 40% of Sega Enterprises and that they are developing games for the PlayStation. Is this true and if so, why the hell bother?
3. Won't VF3 be a bit of a task to programme on the Saturn if they couldn't manage the 3D effects in VF2 like Shuns bridge.
4. Two f my games are bust; Mystaria won't load and on VF2 I can't choose Jacky twice because it crashes. I've lost the receipts so what should I do?
5. Why don't you have time attacks on other games like beat 'em ups because I'm sure there are loads of people like me who are crap at driving games?
6. What the hell have Namco done with their Sega license?

Darren Hay, Kingsbury, Tamworth.

1 Segasoft is partly owned by Sega. 2 No, it's the other way round and it's confused the stupider mags. 3 It'll be tough but AM2 are using new programming techniques. 4 Call Sega Consumer Services on 0181-996-4620. 5 Them's the breaks. 6 Wouldn't we like to know.

ADD-ON, ADD-ON, ADD-ON

Dear SSM,

Could you please answer these questions of mine.

1. Will the Saturn modem be getting a printer type add-on?
2. Is there any chance of a Saturn Mark 2 being released in the UK?
3. Will Sega be making a Saturn 2 (not Mark 2) like Sony are for the PlayStation? If so, will it be an add-on, will it be compatible with the current Saturn library, when will it be released and what will the cost be?
4. How will the Saturn be able to compete with the graphically superior Nintendo 64?

David Maddrell, Isle of Man.

1 It's possible. 2 Yes, but it'll still be black so you probably won't notice. 3 To early to think about all that. 4 With great games of course!

WE ARE GODS!!

Dear Saturn Magazine,

Please answer my questions as I have read Sega Mag and Saturn Mag since the very beginning and I'm a first time writer. The SSM crew are gods etc. etc.

1. I Virtua Fighter Kids, would it be possible for AM2 to use the background of VF2 and just use the sprites of Virtua Fighter Kids?
2. Which game do you think I should get out of Road Rash, Discworld, Ultimate MK3 and Guardian Heroes?
3. I'm thinking of getting a modem for my Saturn when it comes out, so can you please tell me which games will come out on it?
4. Any news on the Sega channel?

David Bushen, Village Farm, Lower Heyford.

1 Possible but that's not what they've done. 2 Guardian heroes. 3 No announcement as yet but you won't be disappointed. 4 Currently for Megadrive only.

KENNETH WILLIAMS WRITES...

OOHHH SSM,

I have recently purchased a Sega Saturn which is brill, and would like these questions answered to brighten my horizon.

1. On Sega Rally is there a secret Toyota car? If so, how do I get it?
2. Will there be any FAB snooker or pool games like Virtual Snooker/Pool on the Saturn?
3. When Duke Nukem 3D and Doom come out, which is expected to be better?
4. I read in a mag that the Saturn has surround sound but where do you plug in the speakers?
5. A friend of mine said that Sony were licensing Sega games like Virtua Cop, and Sega in turn would get games like Ridge Racer. Is this true or is he taking it?

Tim Potter, Jordanstown, N. Ireland.

1 No, the Lancia Stratos is the secret car. 2 Possibly. 3 Probably Duke Nukem 3D. 4 You'll need to get an AV lead. 5 100% untrue ya hear!



Be patient children – Duke Nukem will be arriving on the Saturn. But you can still thrill yourself with Exhumed!



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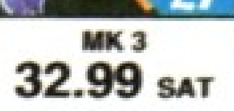
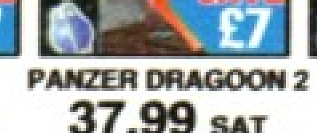
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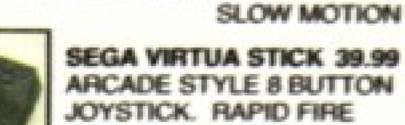
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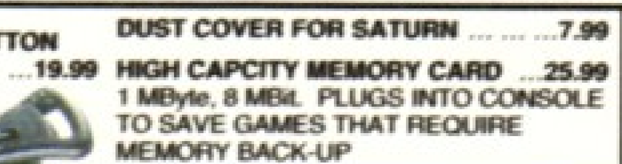
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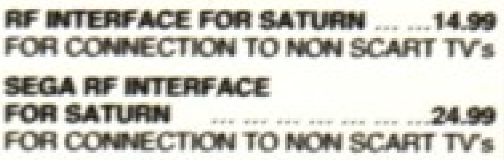


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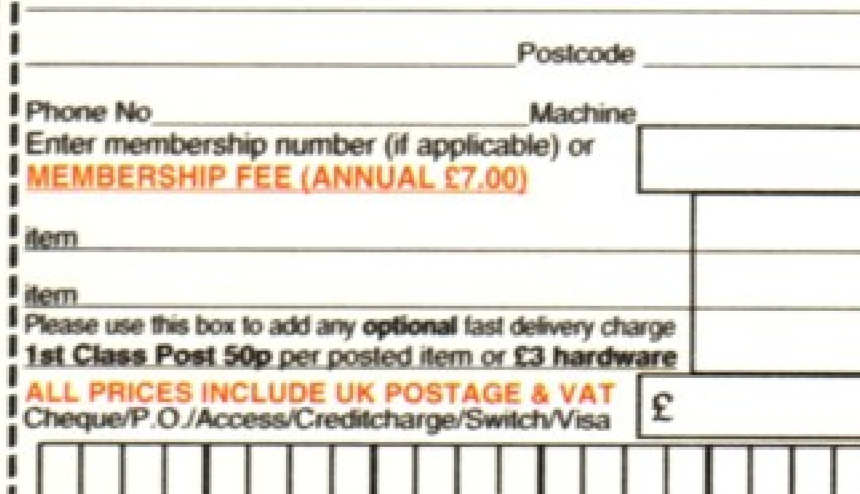
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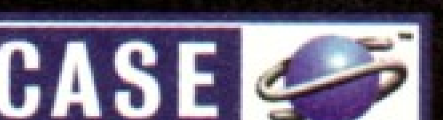


The walls aren't just for decoration. By smacking your opponent into them you open up a huge range of potential combination attacks. As Raxel demonstrates above.

Candy (named Honey in Japan) is one of the fighters who has a damaging bottom attack!

A close-up shot of Sanman sans armour doing his victory pose.

PICKY The skateboard warrior of Arm Stone City, Picky is the fastest and indeed youngest character in the Fighting Vipers roster. Picky's skateboard is like an extension of his body when used in his inimitable fighting style.



ND ONE

LET THE ACTION BEGIN!

Barely a month ago, we only just checked out the first screenshots of the forthcoming (and utterly amazing looking) Saturn translation of Fighting Vipers! This month, we've only gone and played a 70% complete version of the game. And guess what? It's bloody incredible, showcasing the Saturn's brilliant 3D capabilities in ways you would not have seen before.

If you thought Virtua Fighter 2 was a revelation when compared to Virtua Fighter I, you just won't quite believe what AM2 have achieved with Fighting Vipers. VF2 was an uncanny conversion, but it was lacking in the old light sourcing and gouraud shading departments, giving the fighters a (very) slight artificial look about them. Well, all of this has changed for Fighting Vipers.

All of the new enhancements to the Fighting Vipers engine can be attributed to the new developments to emanate from AM2 Research's top secret labs. In bringing Virtua Fighter 2 and Virtua Cop to the Saturn, this elite wing of AM2 created the SGL - the Sega Graphics Library - a suite of super-fast graphical routines designed to bring out the best from the Saturn. Since then AM2 Research have been hard at work creating SGL 2-1.

This new system is what really brings Fighting Vipers to life. The 3D power has been significantly enhanced, allowing for the processing of more polygons as well as the lighting we mentioned earlier. The new power of the 3D system allows Fighting Vipers to have pseudo-3D backgrounds - the destructible walls from the coin-op are fully 3D and look stunning. So, from a technical standpoint, Fighting Vipers is a real tour-de-force, taking VF2 and improving on it as only AM2 can.



So... you're looking at the screenshots and you're wondering "just how is this any different to VF2 then?". Of course, the fact that the ring is enclosed is a major factor (see the box-out on these pages for the full gen), so there are no more ring-outs. Like the original Virtua Fighter, there are eight characters along with a single boss (the enigmatic B Mahler) with around 2,000 different moves included in the game. This is around the same level as Virtua Fighter 2.

You truly appreciate just how different this game is when you watch it play. For a start, it's a lot faster and much, much more brutal. Whereas VF2 was a carefully gauged combat game centring more on realism, Vipers is more of a down-and-dirty slug fest. The other major difference is that Vipers has lost just about all of the Eastern influence prevalent in the VF series. This game was developed by AM2 to capitalise more on the western audience, hence the American-style setting of "Arm Stone City" and the more freeform styles of martial arts seen in the game.







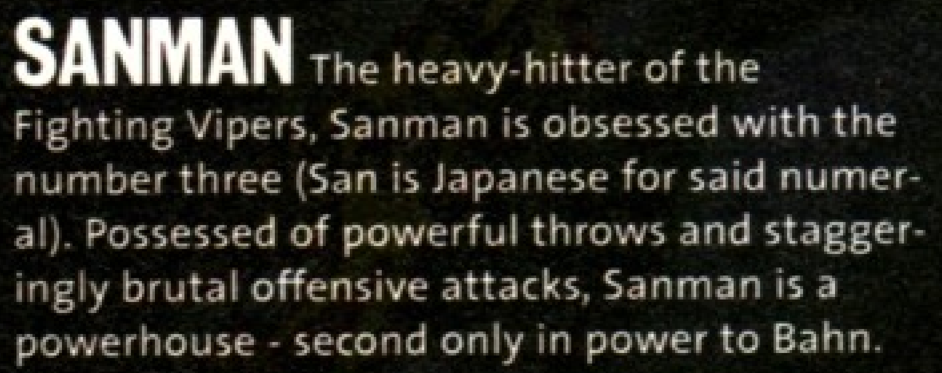
Fighting Vipers is only at the 60% complete stage at the moment – this feature has pictures from two versions of the game, hence shadows being absent from some shots.







The violence in Fighting Vipers is far more pronounced than Virtua Fighter 2, but rather than concentrate on gore (as is the fashion these days), AM2 have gone for making the feeling of the hits and the resultant sound effects a lot more meaty. You also get what could be described as impact "craters" (above).



SANMAN The heavy-hitter of the Fighting Vipers, Sanman is obsessed with the number three (San is Japanese for said numeral). Possessed of powerful throws and staggeringly brutal offensive attacks, Sanman is a powerhouse - second only in power to Bahn.











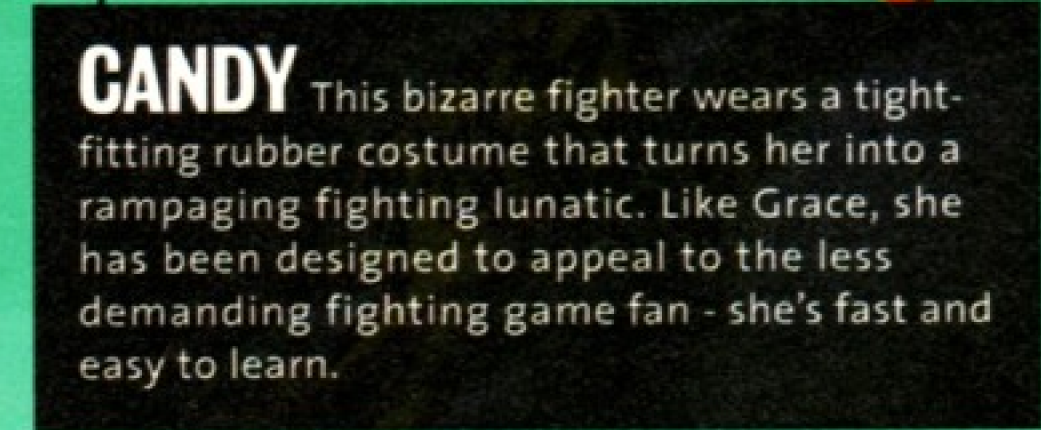






ARMOUR KING

Armour is one of the most noted additions to the successful AM2 3D fighting game and it's used brilliantly in Fighting Vipers. Rather than being just decorative, the armour is used to deflect some damage from your opponents' attacks. Power moves are used to break down the armour and there are three "layers" of protection you can break down. Each time the protective gear is breached, the player is treated to a brilliant triple-replay showing the power move being used from various camera angles. This effect is also in VF Kids, but the overall effect is far more satisfying in Fighting Vipers.



CANDY This bizarre fighter wears a tight-fitting rubber costume that turns her into a rampaging fighting lunatic. Like Grace, she has been designed to appeal to the less demanding fighting game fan - she's fast and easy to learn.











THE BACKGROUND STORY

The major compromise in bringing VF2 to the Saturn regarded the backgrounds. Gone were the incredible 3D buildings - in came some parallax scrolling and scaling to improve the sense of depth. Well, the story is much the same with Fighting Vipers, although the scaling has been improved immensely and there are some very small true 3D activities occurring to give the stages more depth. An example of this is the runway on Tokio's brilliant airport stage (the runway is in full 3D). To be honest, the compromise isn't so pronounced in Fighting Vipers because the immediate background (the surrounds of the ring) are in full 3D.



Look at the lighting...



... It's briiiiilliant!

INTRODUCING SGL 2-1

So how does all of this new 3D trickery come about then eh? Fighting Vipers is only possible due to the hard labour from AM2 Research. Since the days of Virtua Fighter 2, AM2 have discovered even more graphical trickery inside the Saturn. Top of the list of new developments is light sourcing. The new SGL can dynamically alter the lighting on the polygons of the fighters, shading each polygon differently according to where the Saturn places the artificial light sourcing. A general overhead lighting (presumably from the Sun, as this level has an excellent sunset effect) is evident in Sanman's stage, whereas Grace's night-time stage is lit from below. The effect is stunning, adding plenty of extra realism.

This dynamic lighting is also evident in Tekken 2, but Fighting Vipers goes one better by incorporating gouraud shading. Whereas the Namco title features very polygonal characters, AM2's game changes the colour on each polygon, merging them together to give a more organic look. This is a very time-consuming task for the Saturn - in fact, the coin-op original doesn't feature this type of shading. However, the Saturn's characters feature far less polygons than the arcade, with the shading making up for a lot of the lost polygons.

Considering that the Saturn is doing so much more extra work, you'd think that the speed is lower than Virtua Fighter 2. Not so - Fighting Vipers runs at the same speed as VF2 (60 frames a second, equalling the coin-op), with the only slight compromise being that the super-high resolution of VF2 hasn't been retained. Still. Look at the screenshots - have you *really* got any complaints?







JANE AM2 have clearly modelled this character on Vasquez from James Cameron's' Aliens film and indeed she is a failed marine in the official Fighting Vipers history. A punch-based character, she has been likened to Akira in terms of sheer power.















FINISHING IN FULL EFFECT

Fighting Vipers is replete with its own super-original brand of finishing techniques. Each character has a range of powerful offensive strikes and counter-moves (mostly used for smashing up the opponent's armour). Completely diminish your foe's energy bar with one of these moves and they're sent flying across the ring, smashing their way through the surrounds (unless your move accidentally scoops them *over* the ring). Each ring has its own type of surround. The best are undoubtedly the wire fences - as well as demolishing them, you also witness the amusing spectacle of your opponent rebounding around the ring at incredible speeds! This is topped only by the awesome nature of the skyscraper glass elevator stage. Smash through the surround and your vanquished opponent drops all of the way down in a most satisfying conclusion to the bout. Yet another reason why Fighting Vipers is ace.





Akira's dashing shoulder charge has been adopted by Bahn (above). If his opponent has no armour, it drains 99% of the energy bar!



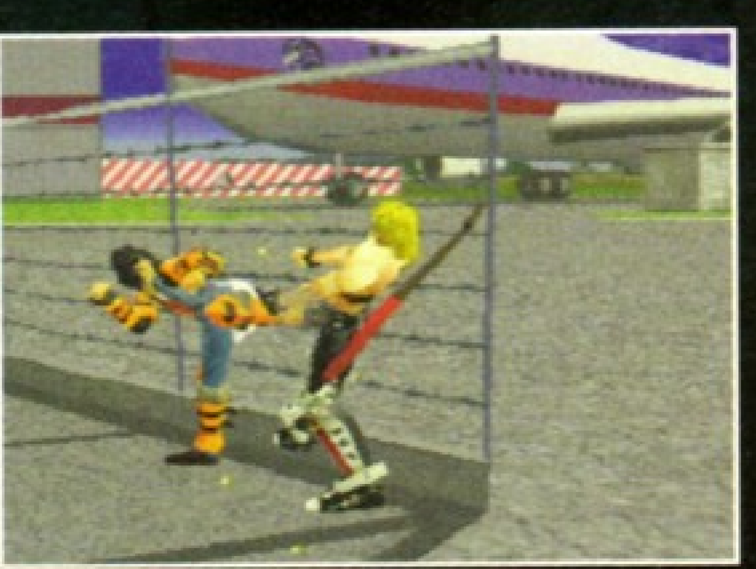

BAHN A character who has forged his own incredible freestyle fighting technique by studying the world's most powerful fighters - including VF's Akira Yuki. Difficult to get to grips with initially, but most rewarding if you spend enough effort on him.







TOKIO Kind of like a mixture between VF's Lau Chan and Tekken 2's Lei Wulong - very similar to Jackie Chan. This ex-gang member specialises in spectacular kicks and stunning combination strikes. A very flashy character that can demolish the slower fighters.

Tokio is the combination king! Cornering his opponent against the fence, he's unstoppable!



NO MORE RING-OUTS!

Fighting Vipers has a ring system similar to Virtua Fighter 2, only it's impossible to score a ring out... Although the fighting action is similarly enclosed, it's possible to smash opponents into the sides of the ring. Depending on the stage, you're also able to "bounce" foes off the wall and follow up with a combination. Indeed, throws in Fighting Vipers usually involve grabbing hold of your opponent and sending them hurtling towards the side of the ring. You can then pound into your opponent with a bewilderingly powerful combo strike.

What happens when a fighter collides with the side depends on the stage. Solid concrete walls are found in some stages, whereas the more common method of enclosure is wire fences. The addition of ring boundaries also increases the capacity for new techniques. Fighting Vipers features a myriad of moves that can only be activated when next to the boundary. For example, Picky and Jane can actually climb up it and jump down on their foes. It's clear that the enclosed ring in Fighting Vipers is a key addition to the Sega fighting formula, and the more eagle-eyed among you may have noticed that Virtua Fighter 3 uses a similar system on some of its stages. In Lau's new stage he can use the wall to clamber over his opponent's head...







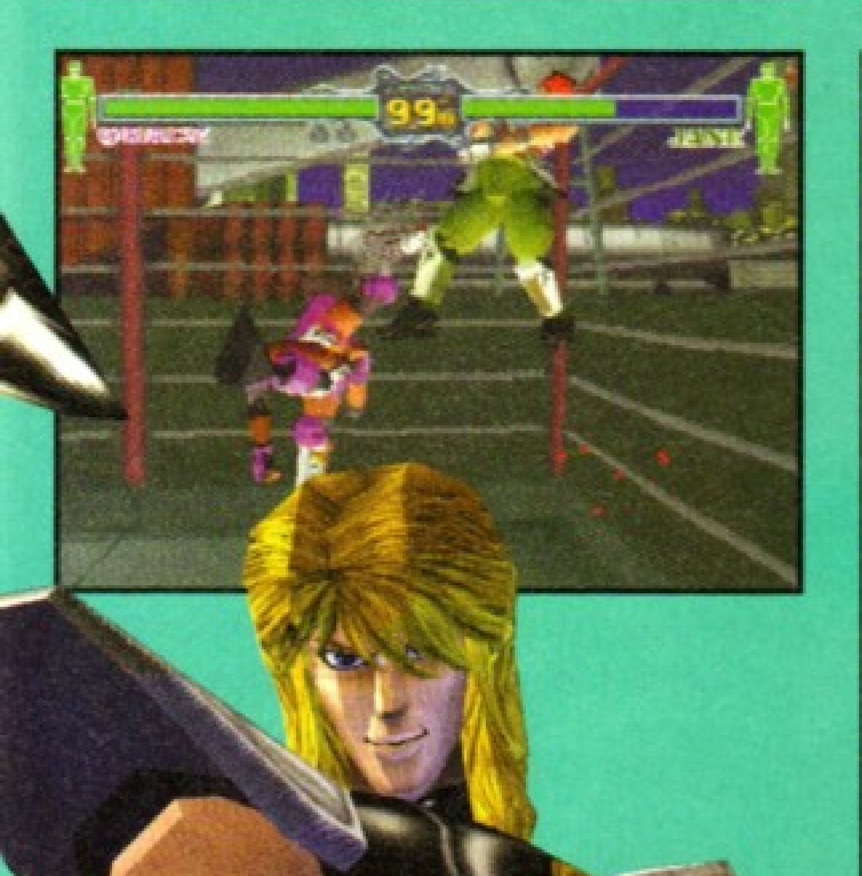






Grace's recovery speed whilst decked is second to none. Here we see her just about to dodge out of the way of Raxel's pounce.







GRACE The roller-bladed combination queen. Fast on her legs and replete with a devastating array of kicks. Grace is definitely a good fighter for remedial players, simply because she's so fast and attacks at multiple levels with ease.



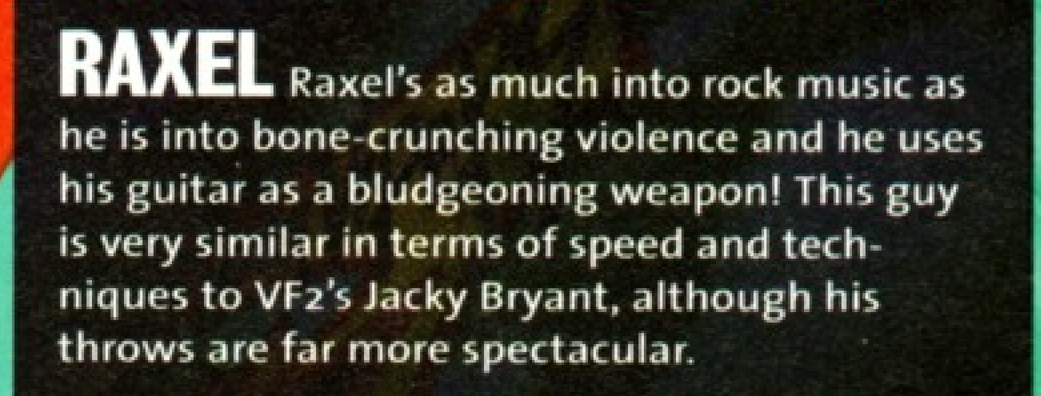
Raxel's power-move seconds Bahn flying towards the edge of the ring.



Raxel initiates combos with one of a number of roundhouse kicks.



Raxel dodges out of the way as Bahn starts off a damaging pounce attack.



RAXEL Raxel's as much into rock music as he is into bone-crunching violence and he uses his guitar as a bludgeoning weapon! This guy is very similar in terms of speed and techniques to VF2's Jacky Bryant, although his throws are far more spectacular.







A funky hep new logo for games that are bloody ages old! Still it looks nice though.



RETRO

Nostalgia eh? Well, it ain't what it used to be, that's for sure. It seems that everyone is releasing their decade-old games onto the new super-consoles and Sega are no exception with their Sega Ages collection. Three titles are being prepped for release... and here they are.

Twelve years ago, Sega were the revolutionary force in arcade gaming - just as they are today in actual fact. In those heady days, the concept of polygons was a bit beyond the technology of the day and instead Sega (with their newly established AM divisions) concentrated on shrinking and expanding sprites to provide top-end 3D gaming. Along with the aid of AM4 (designers of arcade cabinets), they introduced the world to hydraulic cabinets keyed to the action on screen. When Space Harrier turned right, so did the entire sit-down cabinet you were surrounded by. Brilliant.

Space Harrier was superseded by a succession of hits for the arcades which Sega are bringing to Saturn in the form of the new Sega Ages brand. It isn't known what Sega Europe's plans for the games are - super-budget individual releases are a possibility, as is getting all three on one CD for £40! We'll let you know what happens...













SPACE HARRIER

This is the first game to be completed and we can honestly say that it is entirely indistinguishable from the arcade original (the 32X version had ropier resolution and sound). The objective is simply to race along the surrealistic landscapes blasting everything in sight until you face down a boss. Extra excitement is gleaned from the bonus stage where you jump atop a dragon and smash down everything in sight with its serpentine form. This is quite an uncanny conversion (as you would expect from a machine as powerful as the Saturn), and despite its simplicity, Space Harrier still has a certain kind of appeal. Some might argue that a title that's 12 years old has no place on the Saturn, but if the price is right Space Harrier could certainly supply plenty of cheap thrills.



Afterburner has all of the sprite-scaling of the coin-op and moves at the same speed too. Briiiilliant.







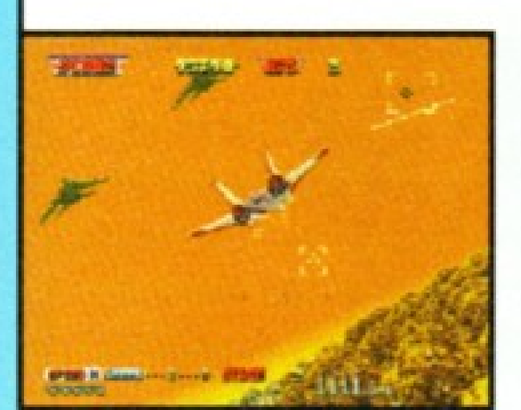


BLAST!

AFTERBURNER

This game is due to be released in Japan in August and at the time of writing (end of July), the game is all but complete. Sega's conversion team are in the process of bug-testing their conversion and adding the brilliant music that distinguished the coin-op original. We've played the game and can confirm that Sega's technicians have done something of an incredible job in converting the game across. Everything has been included, from the stunningly smooth sprite-scaling to the mini-cameos of the Outrun Ferrari and the Super Hang-On bike - as you can see from one of the Saturn screenshots on these pages!

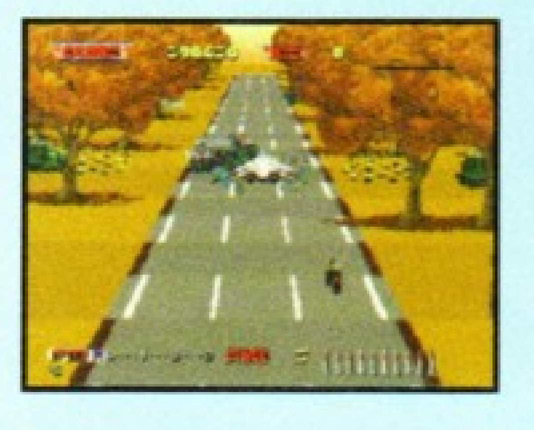
Again, like Space Harrier it really wouldn't be worth buying if it was a normal Saturn release, but at a budget price or as part of a compilation it would be good value.





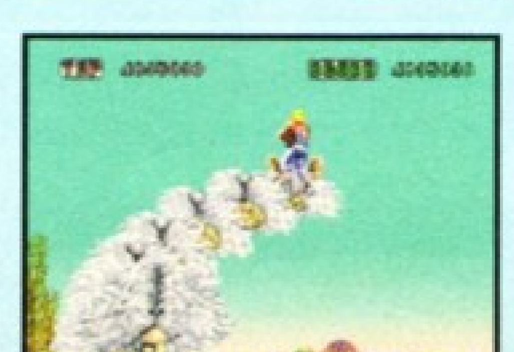


The 32X version was pretty close, but when it came to buzzing the packed towns and city, detail was pretty sparse. Not so in the Saturn version of Afterburner!













OUTRUN

The most celebrated of the Super Scaler coin-ops, Outrun is the Sega Ages game furthest from completion (it's not due in Japan until September). We've had the chance to check out the Alpha first-playable work-in-progress game and came away very impressed with the game as it stands. At the moment it isn't quite as close a conversion as the other two, but we can confirm that all of the stages have been included and there is no multiloading. Despite the fact that every level has a choice of two routes through, we can report that the entire coin-op is loaded in one go. The CD is used for the music only - this is coin-op perfect and despite the fact it's a decade old, it's still the best computer music *ever*! Outrun is no Sega Rally Championship, but the gameplay is as good now as it was in 1986 and the game has a style and atmosphere to it that is very hard to beat. In fact, it's much better than a lot of the new Saturn releases. This is the Sega Ages title we're really looking forward to and we'll have a larger report in the next issue of SEGA SATURN MAGAZINE.

SEGA AGES: A TRADITION OF REVOLUTION!

SPACE HARRIER Awesome 3D shooter that revolutionised 3D graphics, using the patented Sega Super Scaler technology. Incredible for the time (1984). We were still playing on C64s and Spectrums at the time.



OUTRUN More hydraulic cabinets and incredible imagery. Outrun was the premiere driving game of the time - and also the most expensive! Despite the cost, Sega still shifted over 10,000 machines worldwide. An undisputed classic.



AFTERBURNER Despite gripes about the unwieldy control stick, Afterburner was a massive hit. Based in no small part on the antics of a certain Tom Cruise in Top Gun. The hydraulic cabinet was the most advanced yet, with both pitch and yaw simulated. Brilliant sound too, although the actual game concept was more limited than Space Harrier!



POWER DRIFT Some super cabinet action courtesy of hardware designers AM4 (who put AM4 team stickers over the beast!). Power Drift was Outrun with buggies, along with some *awesome* rollercoaster-esque scenery. A conversion of this has never been attempted by Sega - surely they'll convert this *brilliant* game to Saturn?



G-LOC Afterburner was a game all about speed and excitement. This limited sequel featured superior graphics but worse gameplay and cabinet. This game is notable in that it was the first to feature polygons (in conjunction with sprites). Yes it was rubbish but without it they would have been no Virtua games!



RAD MOBILE Sega's grip of 3D technology was much stronger here and Rad Mobile (again from the AM teams) was the undisputed forerunner to Virtua Racing. Sprites and polygons were used, but the actual game itself lacked excitement.



Pillow Talk

An interview with Team Sonic



NiGHTS is due to appear in the shops any day now and it's probably the best Sega Saturn game in existence! Eager to learn more about this stunning product, we visited Sega of Japan's headquarters to converse at length with the legendary Yuji Naka and Naoto Ohshima, two key personnel in the Sonic Team responsible for the creation of this stunningly original and enjoyable action game.





NiGHTS' sheer acrobatic potential means that the game has a vast amount of lastability. It's a revolution in video gaming!







The Sonic Team created their own multi-controller to improve the NiGHTS experience still further - Sega Europe are selling the game plus controller for £59.99.



SSM When did the NiGHTS project begin?

SONIC TEAM The project started last year from the first of April. That was when the real work of creating the program began. A little before that we were studying about the Sega Saturn and doing some other things. The total development period was about one year and three months in total. In fact we only finished NiGHTS three weeks ago.

SSM What was your original idea behind the game?

SONIC TEAM In the very beginning we decided on flying. That was the very first thing. The initial concept was that clearing the sky like a mine-sweeper would have a great feeling. Turning around two or three times. We attached a great deal of importance to the original concept plan.

SSM Why did you decide not to develop a Sonic the Hedgehog game for the Saturn?

SONIC TEAM Basically, with regard to Sonic, we've been involved in the Sonic series for nearly four or five years. We felt that it was about time to create something different. In addition, we wanted to recharge our ideas, gather them together and evolve beyond Sonic and create something different.

SSM The Saturn has been available since November 1994 and yet only now have we seen a Saturn title from the Sonic Team - why was this?

SONIC TEAM All sorts of reasons. Especially as this was our first time to work on the Saturn we wanted to combine our study of the Saturn with a little time spent creating a game. That's how the development started. Well, the Saturn is an amazingly interesting piece of hardware and so people just kept joining the team and so the result was that it took as long as it did. In the beginning we intended to spend a much smaller period of time developing for our study but, it just kept on going.

"We've been involved with the Sonic series for nearly four or five years... We wanted to recharge our ideas, gather them together and evolve beyond Sonic and create something different."



SSM Why did you choose the NiGHTS character? Are you tired of Sonic?

SONIC TEAM It's not that we've grown tired of Sonic. Even when it's not the game, in Japan at least there are also the Sonic cartoons, the character goods and the editorial supervision work as well. Without a break Sonic is always appearing. So, it's definitely not the fact that were bored of him. Rather, we haven't just got Sonic, we've got a whole line of characters waiting to appear. We felt it was about time to release NiGHTS. We've still got lots of characters left. The first to come out was Sonic and then next was NiGHTS.

SSM Do you think NiGHTS will be bigger than Sonic?

SONIC TEAM The first time you see NiGHTS he looks a little sinister. Sonic, with his own special significance, has a unique impression but as people become familiar with NiGHTS, I hope that the portion of him they dislike at first they will eventually come to like.

SSM What exactly is NiGHTS?

SONIC TEAM NiGHTS is another you within yourself. It is a living thing that lies in your dreams. Therefore he's neither a man or a woman. He's a little frightening but, he always has a cute face. He's that kind of character. He's a hero who will help anyone in the world we live in, this time Elliot and Claris, who because they can't summon up the courage to face their fears are set upon by nightmares in their dreams. He's a hero who exists in the hearts of everyone.

SSM Please tell us a little about the Sonic Team. How large is the team and how many people are



responsible for graphics, programming, design, music etcetera?

SONIC TEAM The numbers are a secret but, if you read the staff roll at the end of the game I'm sure you can work it out. In the beginning it was around seven people. That's not much different from when we did Sonic. Towards the end it became around 20 to 30 people. That's right at the very end.

SSM What difficulties were there from a technical standpoint and how did you overcome them in the initial stages of the project?

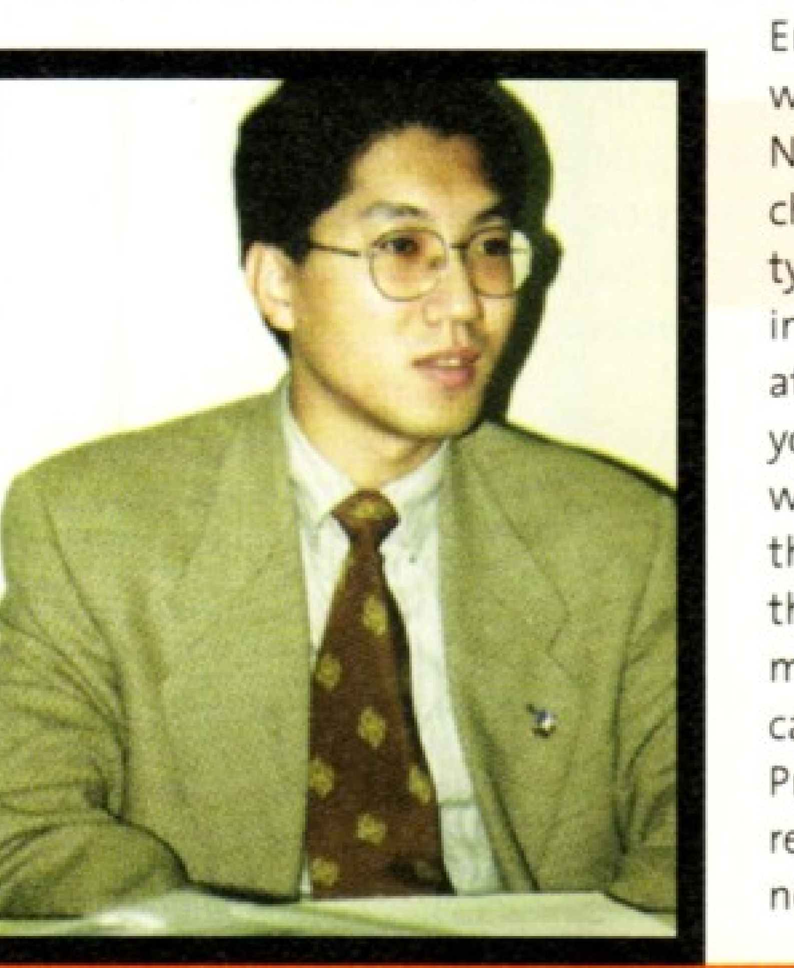
SONIC TEAM There were various difficulties but, we received a lot of technical advice from people already developing on the Saturn. While we were working on using the SGL we included this in and so we were able to overcome the early stages.

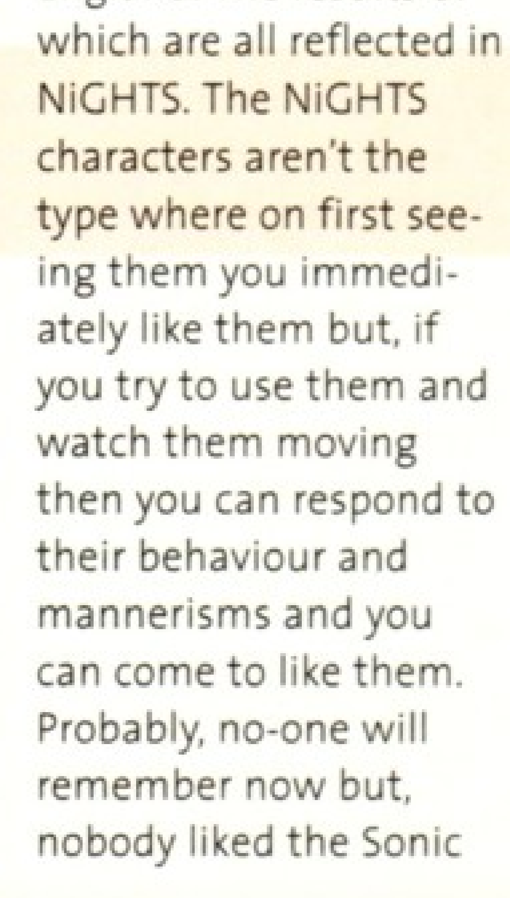
SSM How long did the design work take?

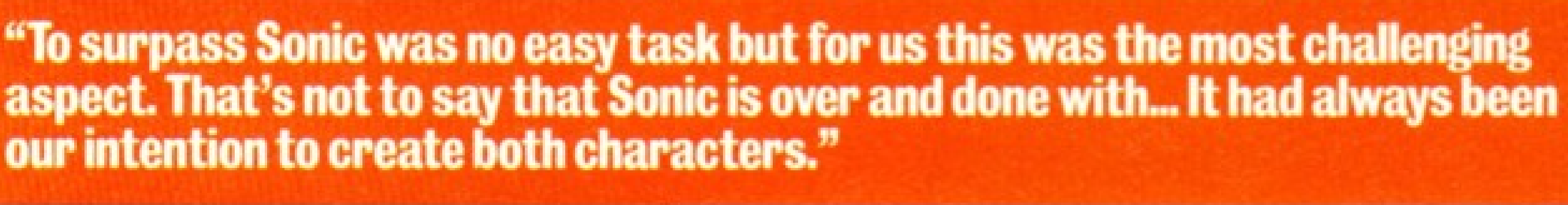
SONIC TEAM Ages! In order to incorporate the original concept plan it's taken about two years from the start of the very first character. It's probably because Sonic is our major rival that in order to create characters that could beat him we spent so long. In reality, Sonic is also our own creation but, we let go and distanced ourselves from him which in turn has allowed us to grow. To surpass Sonic was no easy task but for us this was the most challenging aspect. That's not to say that Sonic is over and done with and from now on it's NiGHTS instead. It had always been our aim to create both characters so that NiGHTS and Sonic could stand together shoulder to shoulder.

SSM How did you go about designing the major characters in NiGHTS and what influenced their design?

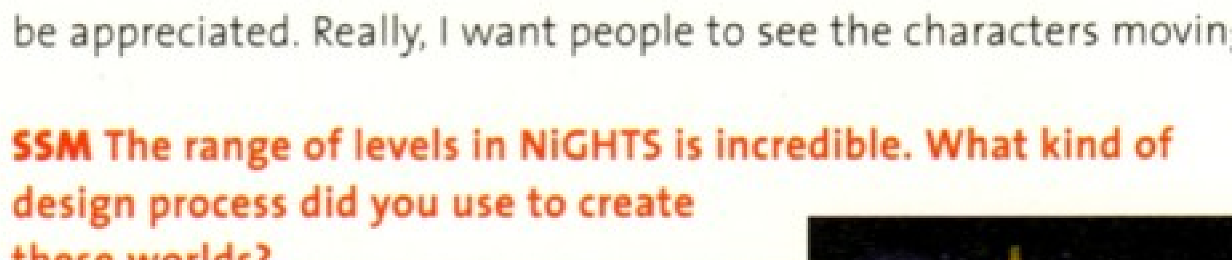
SONIC TEAM In order that NiGHTS would be liked by children from all over the world we did various research in Japan, America and England. The results of which are all reflected in NiGHTS. The NiGHTS characters aren't the type where on first seeing them you immediately like them but, if you try to use them and watch them moving then you can respond to their behaviour and mannerisms and you can come to like them. Probably, no-one will remember now but, nobody liked the Sonic character when they first saw it. Of course, now everybody likes him but, it wasn't sudden it took a long time. Maybe also even Mickey Mouse in the beginning people thought "What's this?" but they watched him moving and gradually they came to like him. The situation with the magazines is that they can't convey this image to the people so it can't be appreciated. Really, I want people to see the characters moving.





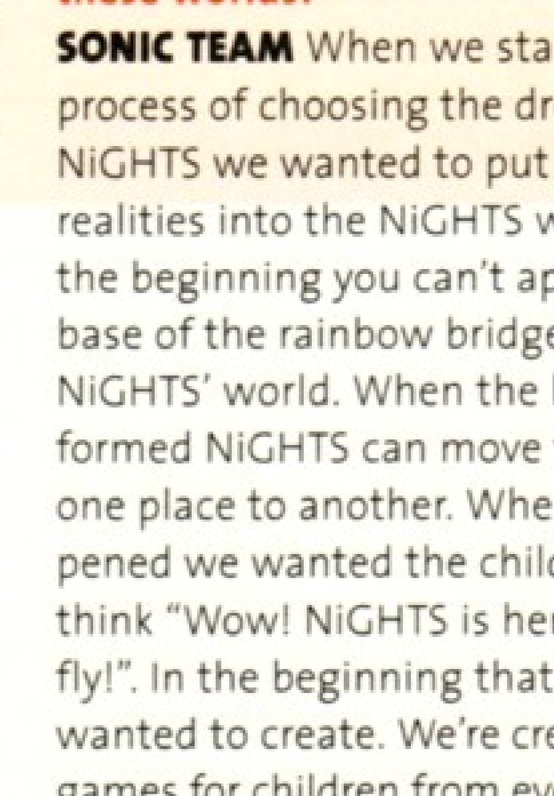


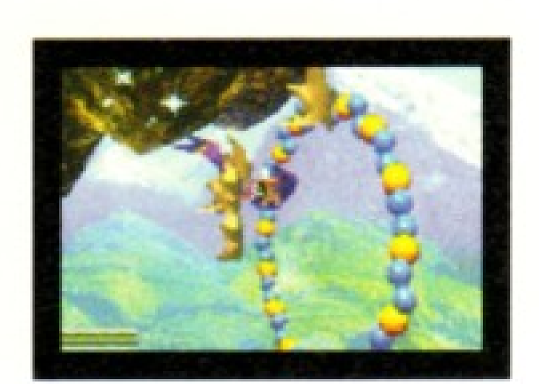


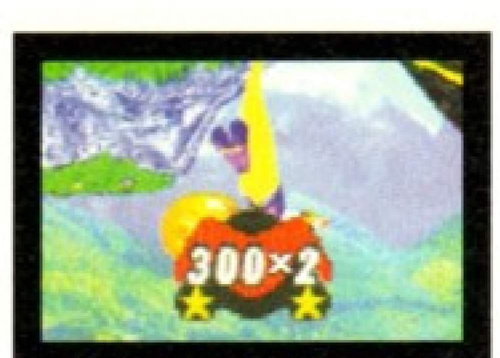


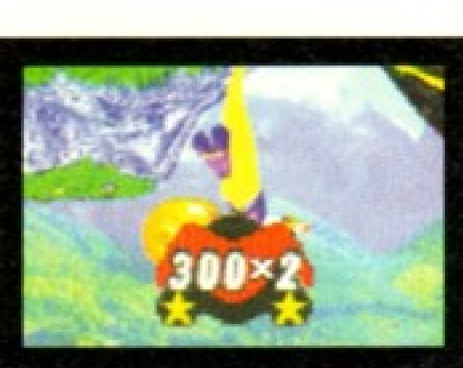
SSM The range of levels in NiGHTS is incredible. What kind of design process did you use to create these worlds?

SONIC TEAM When we started the process of choosing the dreams for NiGHTS we wanted to put various realities into the NiGHTS worlds. In the beginning you can't approach the base of the rainbow bridge. That's NiGHTS' world. When the bridge is formed NiGHTS can move freely from one place to another. When that happened we wanted the children to think "Wow! NiGHTS is here!" "He can fly!". In the beginning that's what we wanted to create. We're creating games for children from every country. Not every child from every country has seen a rainbow. There are those who have never seen a rainbow. In a rainbow reality does not exist. Instead there's something more fantastic and somewhat familiar and yet it's a world we don't really understand. However, there is some kind of reality. Even though nobody understands anyone else's dreams to oneself ones dreams have an amazing reality. In the morning when you wake up you have a faint idea but, you're not quite sure. In other words a dream is an incredibly interesting place. For this various staff started to research into dreams, dream interpretation and depth psychology etcetera and studied other various things as well. Really, if you look deep into the world of dreams it is truly interesting. And it's because we kept investigating more and more that the range and depth of the dream worlds is as wide as it is. However, the user doesn't have to be especially aware of this. The players themselves without realising can experience this dream like sensation flowing through the background of the game. By incorporating ideas from depth psychology whichever design method we used, the dream worlds were created to be over-flowing with reality. >>



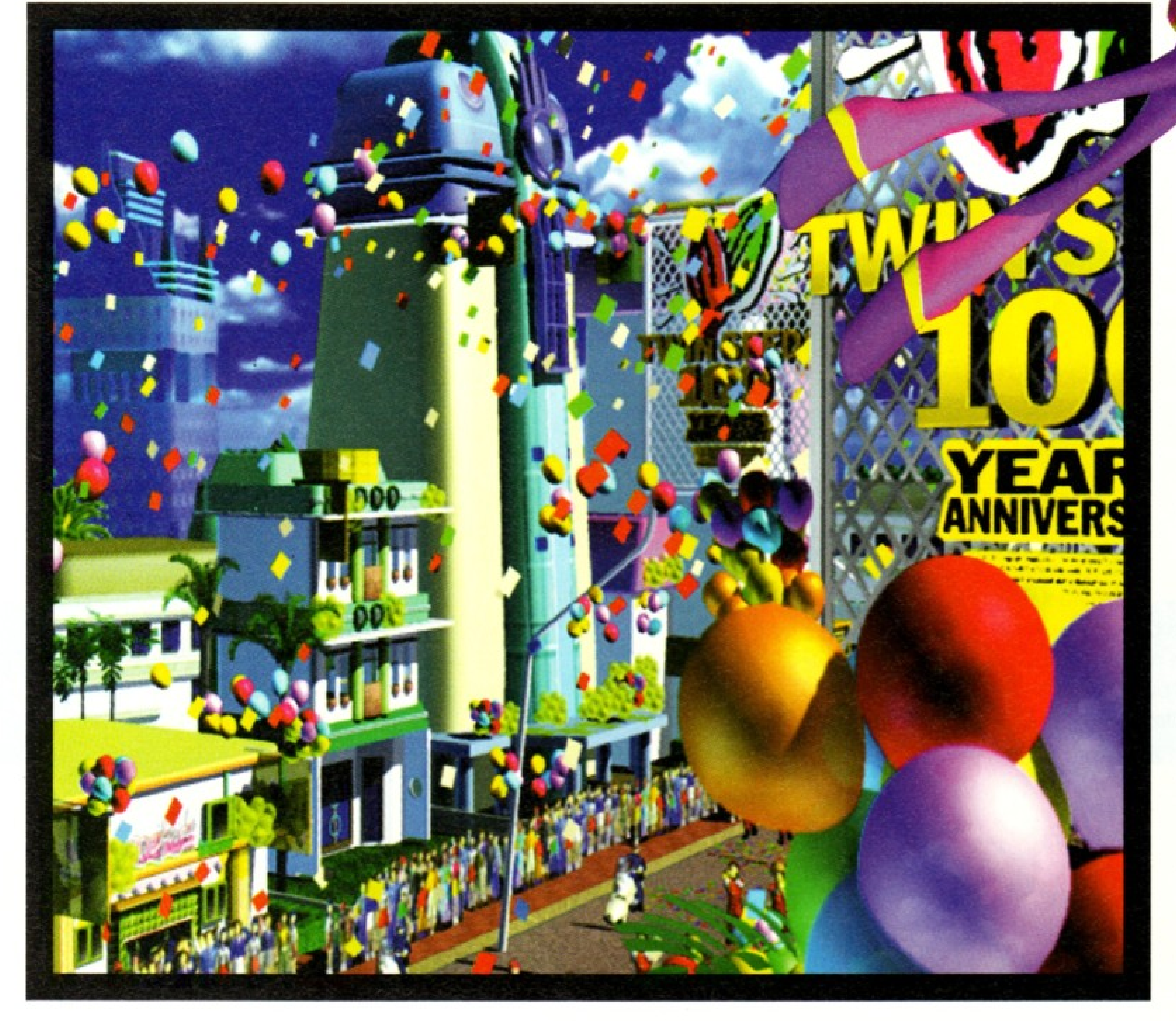












SSM In what ways does NiGHTS make use of the Saturn's capabilities where other games do not?

SONIC TEAM That's difficult. On all the various publicity occasions there have been, we haven't said much about the 3D routines, the computer graphics or NiGHTS technical ability. We don't really want to talk about this point to sell the game. We created the game in order to express the reality of the dream worlds. It's the way in which we have been able to express this, that we have succeeded in doing. If in doing so we used polygons so be it. No matter how we did it the reality is that the feeling of the dream worlds is beautiful and that's sufficient. "These polygons are amazing" and that kind of thing but, that isn't what we want to talk about at all. So many game programmers talk about how many 100's of polygons they're using, trying to sell the game on that point but, we don't want to. If you can enjoy the game worlds, if it's a wonderful feeling flying inside those worlds, if being in those worlds is fun then really if that fundamental point is enjoyable then that's sufficient. So, your question was about NiGHTS' use of the Saturn's capabilities and these areas probably exist but, we're not conscious of them.

SSM It could be said that speed is the essence of the Sonic games. What aspect do you think is at the heart of NiGHTS?

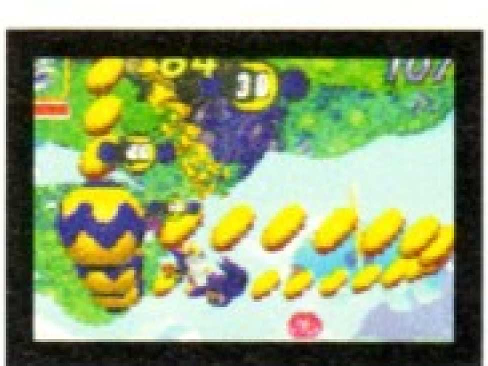
SONIC TEAM Being able to fly in the sky is a great experience. Due to the great feeling of flying pursuit and also the 3D multi-controller, with which the player is really able to feel this actual sensation to an amazing degree, you are now able to fly wherever you want to go instinctively, close to your senses. I think we've created something near to one's own sensation and if everyone can experience this great feeling then that's the best point of NiGHTS.



SSM How would you describe the very artistic style of NiGHTS?

SONIC TEAM It's just a little but, Sonic is in essence an American style character we think but, if you say what's at the centre of NiGHTS we'd have to say that we deliberately designed its appearance with an European and Japanese face but, that the personality is very American in nature. Also he's not a hero from the good dreams but, a hero from the nightmares. In other words, there's just a little bit of a scary element to him. He's cute but, frightening. Such aspects about him such as whether he's a man or woman aren't known. He has a dual male/female character image. With that image in mind we then bring in the circus like element. The nightmare world is similar to the circus. In the darkness a single spot-light shines, creating the vividly coloured stage. This kind of element is included inside the nightmare's darkness to show the beauty of the place. So with the NiGHTS character and the Nightmarens all gathered together it gives the impression of a circus group. Although NiGHTS looks a little like a jester, when you find him in your dreams wonderful things happen and a new hope is born within.





The 3D visuals in NiGHTS are second to none. It should come as no surprise to learn that the Sonic Team rewrote the system code around five times in order to get the NiGHTS experience across in all its finery!

SSM How long did it take to develop the 3D program routines in NiGHTS?

SONIC TEAM To continually improve the quality we were working on the 3D program throughout the entire development. However, compared to our original plans it didn't really take up that much time. For the most part we used the SGL routines created by Sega. We simply improved on them for this version and so we can't say that it really took all that long to do.

SSM Is NiGHTS the limit of 3D on the Saturn? What further scope for improvement is there?

SONIC TEAM I don't know. The Saturn has amazing potential. Over time its power to express will increase. This is our first Sega Saturn development so of course there's room for improvement.

SSM Does NiGHTS use the Saturn's 2D power as well as its 3D capabilities? Can you give us some examples where this is used in the game?

SONIC TEAM I don't know. <laugh> I don't particularly want to talk about NiGHTS from a technical aspect. If you really want to write that kind of article that's fine with me but, writing about the feeling of the NiGHTS' worlds would be much better. The average user doesn't understand all these

"Being able to fly in the sky is a great experience. Due to the great feeling of flying pursuit and also the 3D multi-controller... you are now able to fly wherever you want to go instinctively, close to your own senses."



technical points. Magazine people understand but, the children who buy the games don't. Words like polygon and 3D have no meaning to the children. So even if these things aren't there it's still enjoyable. Recently these kinds of words have become commonplace and talking about pleasure and enjoyment has become less and less in magazines. In reality all we're trying to do is pass on these dreams to the children with this game.

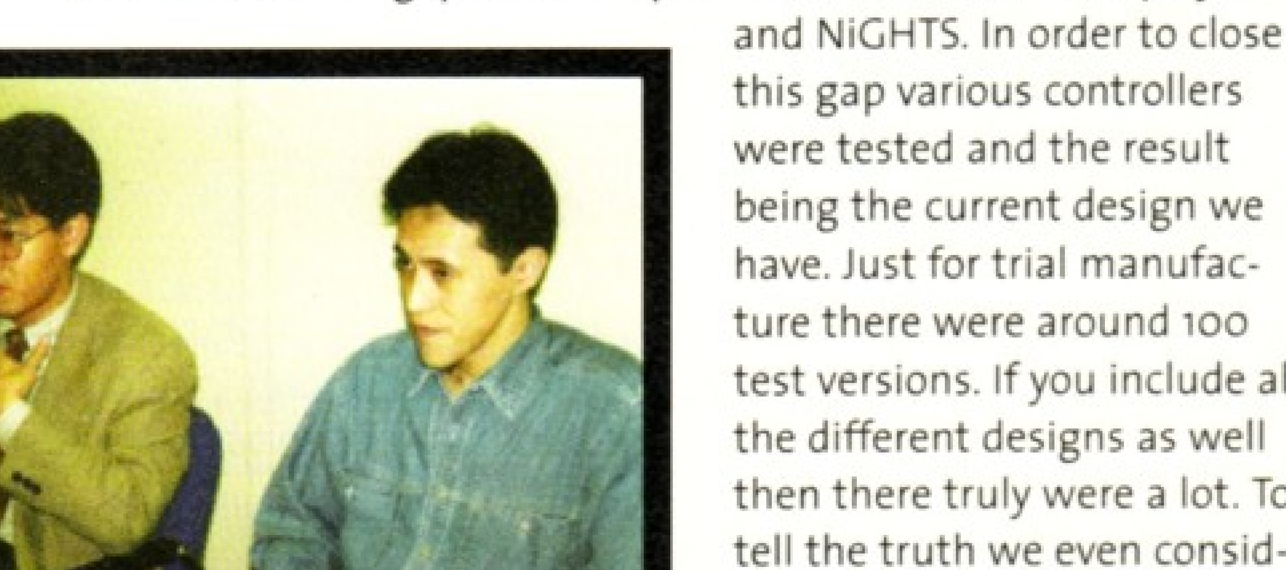
Absolutely no-one understands about polygons, incredible technology, 3D, speed and frame rate etcetera. More and more we feel that like movie reviews it's better to write about how interesting or enjoyable it is.

SSM What aspects of NiGHTS are you particularly happy with and why?
SONIC TEAM We've been able to have some really good staff working on this project. They all had a connection to Sonic and everyone is truly talented. Looking at the game from all sides, even though I say it myself, we truly believe that it's really great. Right up to the ending you want to keep playing. This time we've really created an enjoyable product. We have faith in it. It's probably not too good to keep saying one's own product is so good but, this time we have so many essential enjoyable elements incorporated into it we really think it's a fantastic game.



"We have faith in NiGHTS... This time we have so many essential enjoyable elements incorporated into it, we really think it's a fantastic game."

SSM Please tell us a little about the development of the analogue controller for the Saturn?
SONIC TEAM Actually, the development of NiGHTS started and then about six months later, summer last year, work began on the multi-controller. With the digital pad there was the feeling that there was a small gap in the responsiveness between the player and NiGHTS. In order to close this gap various controllers were tested and the result being the current design we have. Just for trial manufacture there were around 100 test versions. If you include all the different designs as well then there truly were a lot. To tell the truth we even considered creating a NiGHTS doll-shaped controller so that the user could feel even closer to NiGHTS. Various interesting ideas came out but, in the end it wasn't a NiGHTS controller but a standard controller we decided to make. We spent about six months working on this.



"Nights has appeared and he is flying in the sky of our dreams."



SSM What are your final impressions of NiGHTS now that the game is complete?
SONIC TEAM To what we really first imagined we made a good game. From our initial expectations the visual aspect and system have changed considerably. The system side was rewritten about five times. Our original concepts of the rainbow and chasing through the sky really came out well.

SSM Was everything you hoped to achieve included in the final game? Are there any aspects you didn't have time to include?
SONIC TEAM I can't say that there aren't any. Certainly there is always something somewhere. If you kept on creating everything then you'd surely spend your whole life creating so of course there are still areas which could be developed more. However, even though these areas exist this time we're still incredibly satisfied with the final game.

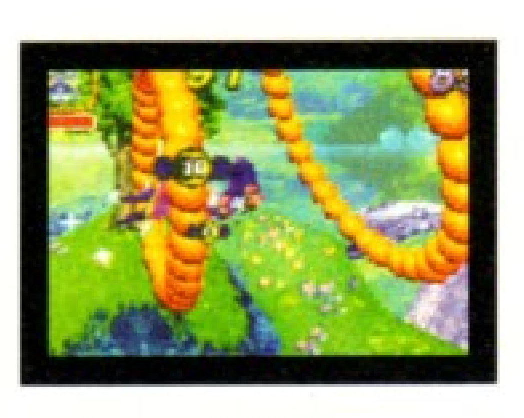
SSM What kinds of reaction have you had to NiGHTS?
SONIC TEAM We've received good appraisals. Everyone is looking forward to NiGHTS. The situation regarding advance orders is very good so certainly in Japan we're expecting it to be a hit.

SSM What plans are there for a sequel to NiGHTS?
SONIC TEAM I'll leave that to your imagination. If the user's demand for it becomes large enough then we might just do it. It hasn't even been released yet so I don't know. There aren't that many people in the Sonic team so we can't possibly complete every project available. We might do a NiGHTS or Sonic game next or maybe a different game. That's for the future. First of all, now that we've finally finished NiGHTS we're all about to take a rest and go enjoy ourselves. Everyone needs to go on vacation. After that, when we All come back, we'll have various discussions and then decide what we'll do next.

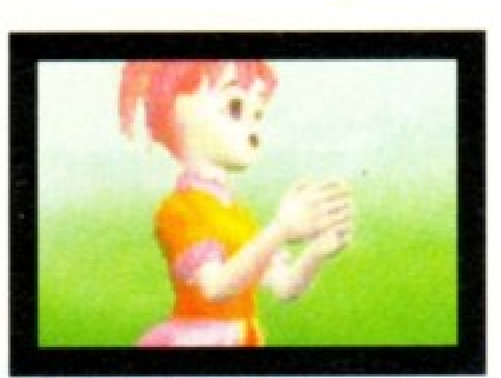
SSM Is there any chance of NiGHTS appearing in the arcades or on a PC?
SONIC TEAM If there was we'd be happy but, that's only our hope. I don't think any of us have ever produced anything for the arcade. The PC is also a different area but, Sega do have a PC section for that so if they have an interest in NiGHTS then there is a possibility for it to be created.

SSM What do the Sonic Team dream of?
SONIC TEAM For a period every one was having only nightmares but, recently at last NiGHTS has appeared and we can see that he is flying in the sky of our dreams. I hope he'll appear and join with our users' dreams also.









Apparently Sonic supremo Yuji Naka started out on the Megadrive coding the seminal 16-bit conversion of Capcom's briiiilliant Ghouls 'n' Ghosts! NiGHTS continues his tradition of excellence.







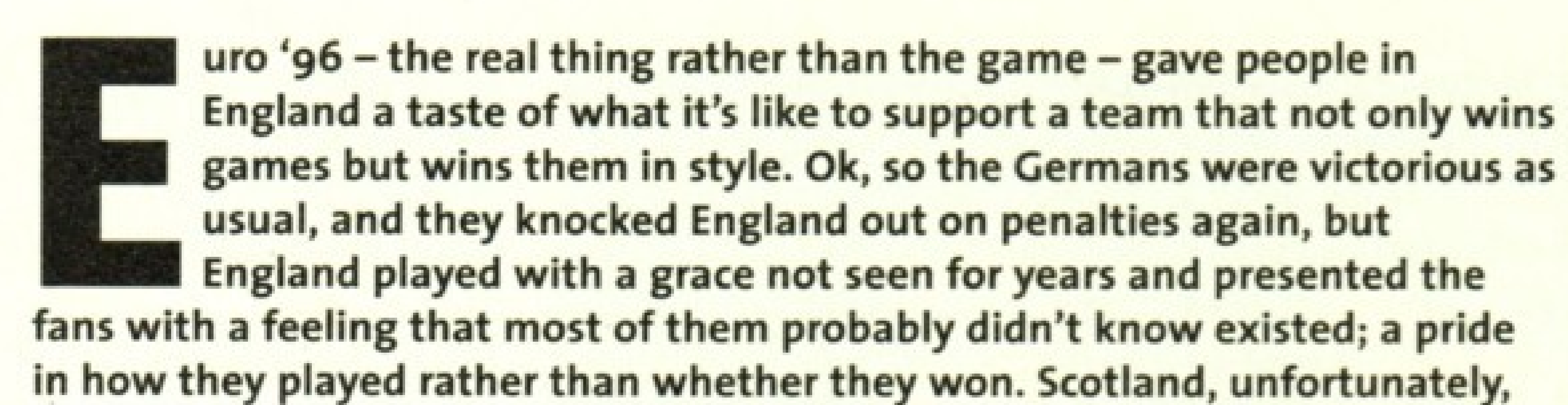




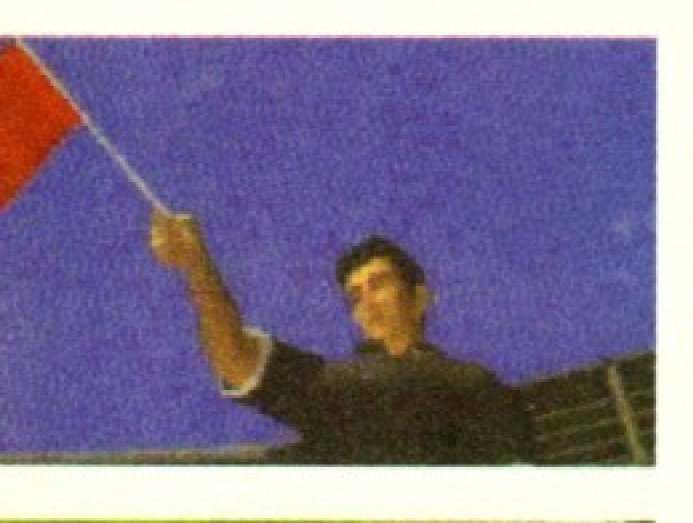
Escape to Victory!

Victory Goal was, let's be honest, crap. But by a strange turn of events it has somehow managed to muster up a sequel. And by an even stranger turn of events the sequel is looking pretty damn good. Renamed Worldwide Soccer for the European market, it could be the footy game to rival Euro '96. ROB BRIGHT queues up at the turnstiles





Euro '96 – the real thing rather than the game – gave people in England a taste of what it's like to support a team that not only wins games but wins them in style. Ok, so the Germans were victorious as usual, and they knocked England out on penalties again, but England played with a grace not seen for years and presented the fans with a feeling that most of them probably didn't know existed; a pride in how they played rather than whether they won. Scotland, unfortunately, didn't find the right gear, but even they can look on some aspects of the tournament with a certain satisfaction, like the victory over Switzerland. All in all, it was a fine competition, and one that won't be forgotten for some time, or at least until the 1998 World Cup in France.





But what do you do during that two years wait? A problem indeed, but one that, for Saturn owners at least, can be staved off with the help of one of the myriad football sims currently available. The latest to slip into a pair of studs is Sega Worldwide Soccer '97.

So it's yet another new football game eh? Well, not quite, because – and this ought to be whispered – it's kind of a sequel to Victory Goal. Yep, Victory Goal, one of the worst football games around. Calling the game Sega Worldwide Soccer '97 marks both Sega's appreciation of what a poor reputation Victory Goal has, and a genuine belief that this is so much better than it's predecessor, it doesn't deserve to be associated with it. In most respects this seems justified, what with a largely new programming team, all-new international sides, a team edit mode which lets you rename any player you like.

But is this simply a lot of marketing psycho-babble? Are we looking at Victory Goal's second yellow card and immediate sending off? Or is this really, a much better game? The only way to find out is to play the game, and one thing becomes apparent at once and it's that the gameplay has been through some considerable alterations.

The terrible game logic of Victory Goal has been more or less completely done away with, and in its place instead is some incredibly realistic action, right down to goalkeepers who will come out to meet the ball if they're the last line of defence, and the kind of defensive fumbles and scraps that form a part of footballing life. In the commentary box, Sega have naturally dropped the manic Japanese commentary in favour of the talents of Gary Bloom – the commentator on Channel Four's Football Italia.

SWS '97 is shaping into a very good game indeed, and when the finishing touches have been added, including the chance to play simultaneous four-player mode, this could be one of the best soccer games yet to appear on the Saturn. For the moment though, take a look at just what's on offer in this most surprising of sequels.







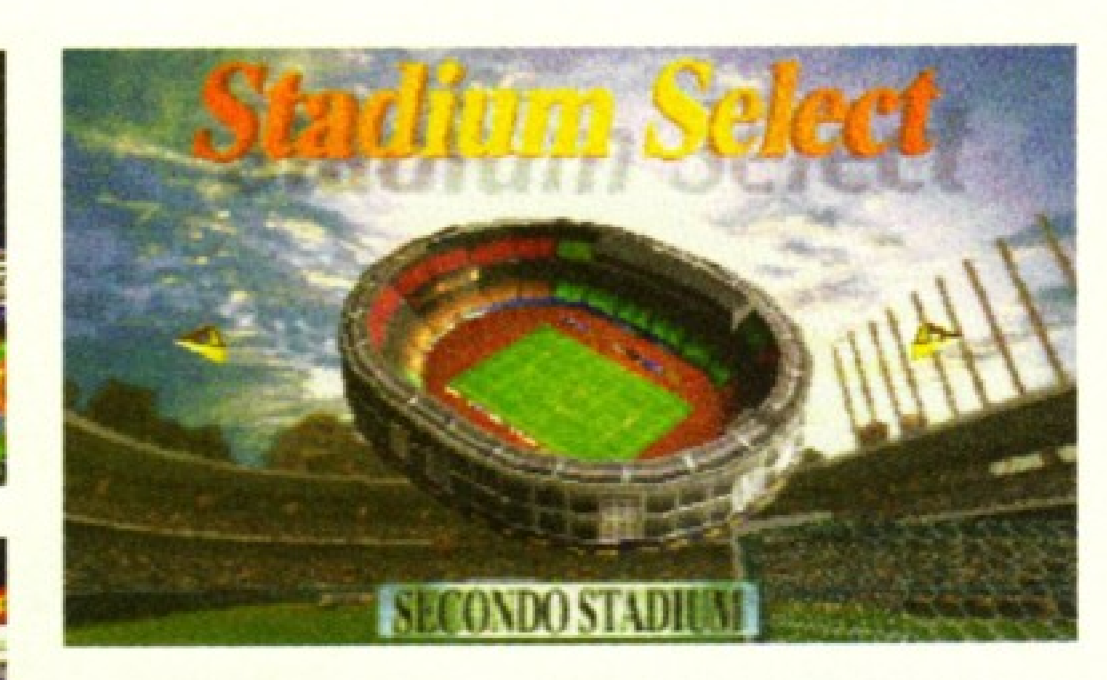








The replay gives you the chance to see a goal from three different angles. And the opportunity to gloat a bit as well.





CHECKING THE FORM

Like all football games, SWS '97 features loads of opportunities to customise your players and team strategy. If you're not happy with your starting eleven then swaps can be easily made. Maybe you're fed up with the traditional 4-4-2 strategy, in which case a switch to the more pacey and adventurous 4-3-3 might be in order. Very often, the multitude of options in sports games tend to act as a ritualistic kind of decoration, having minimum effect on the gameplay. In SWS '97 this is fortunately not the case, each alteration in tactics affecting the shape of the game.



All of the team formations imaginable are in there. I tend to go for the 4-3-3.

You don't like the names? Then go to the team edit and change them all then!





In this detailed close up you can see just how painstaking the quality of the graphics and animation are. It gives the players a breadth of realism that's remarkable.

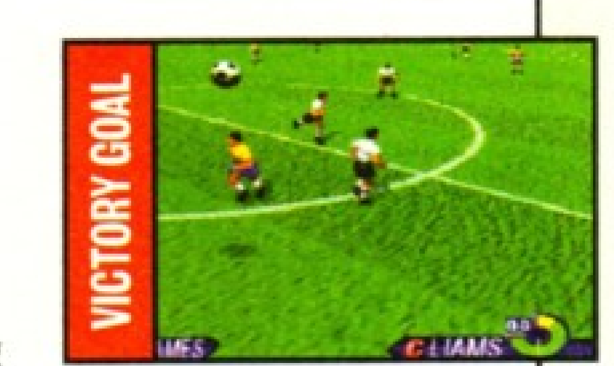


Players have a whole variety of tricks in their boots like the one-two, the shimmy, the bicycle kick and the volley. If you get it right it looks pretty amazing.

THE CONTENDERS

Since its introduction, the Saturn has been host to loads of footy sims, and the constant appearance of new titles doesn't look like abating either. If you're a bit confused about just what's out there, here's a quick summary:

VICTORY GOAL: Sega's football sim was the first to be released on the Saturn and it was a serious anti-climax. Score: 72%



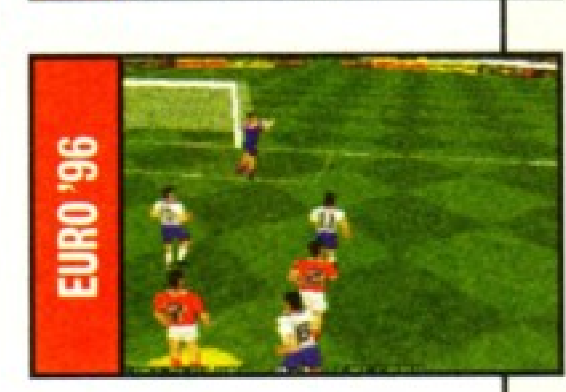
HAT TRICK HERO: Many of you won't have heard of Hat Trick Hero which is hardly surprising considering it was only released on import. A good thing to because it was absolutely awful, something that its incredibly cheesy title makes fairly obvious.



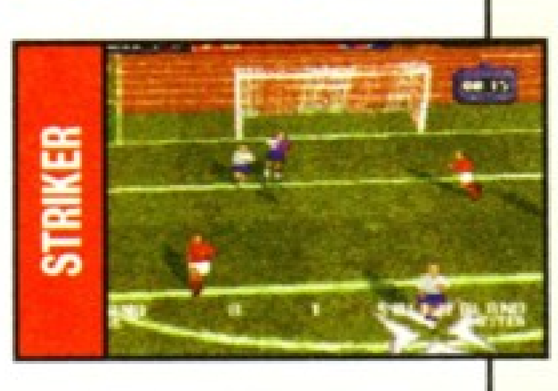
FIFA '96: With John Motson in the commentary box, the Megadrive hit, FIFA '96 was expected to be one of the really big football sims on the Saturn. As it turned out, the game was a little bit disappointing,being too slow and awkward at times to earn championship distinction. Scored: 80%



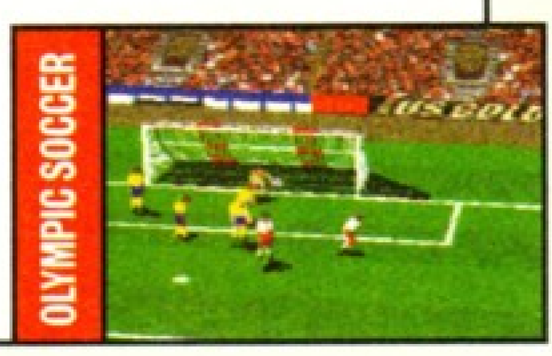
EURO '96: Gremlin's brilliant Actua Soccer underwent some changes to transform into the official game for Euro '96, and like the tournament itself, it's provided the most entertainment in a football game so far. Barry Davies takes up the commentary and all of the European teams and players are included. Score: 94%



STRIKER: Acclaim's Striker series has a long history on both console and PC. It's arrival on the Saturn brought with it another well known commentator, Andy Gray, and something not seen on the Saturn before – an option to play indoor five-a-side. Unfortunately it wasn't enough to save it from being a mediocre title. Score: 75%



OLYMPIC SOCCER: Olympic Soccer was a bit of a spin-off title from US Gold, designed to coincide with their Olympic Games athletics sim. Because of this, expectations weren't high. However, despite some fairly bland graphics, the game engine is excellent making it a surprise hit. Score: 85%






TOUCHY!

One of the reasons Victory Goal was so bad was the lack of control the player had when player. Something like after-touch for example was completely non-existent. Not so with SWS '97, sporting as it does some nifty after-touch to help you bend the ball round a wall, pull off an in-swinging corner or deceive the keeper with a banana shot.



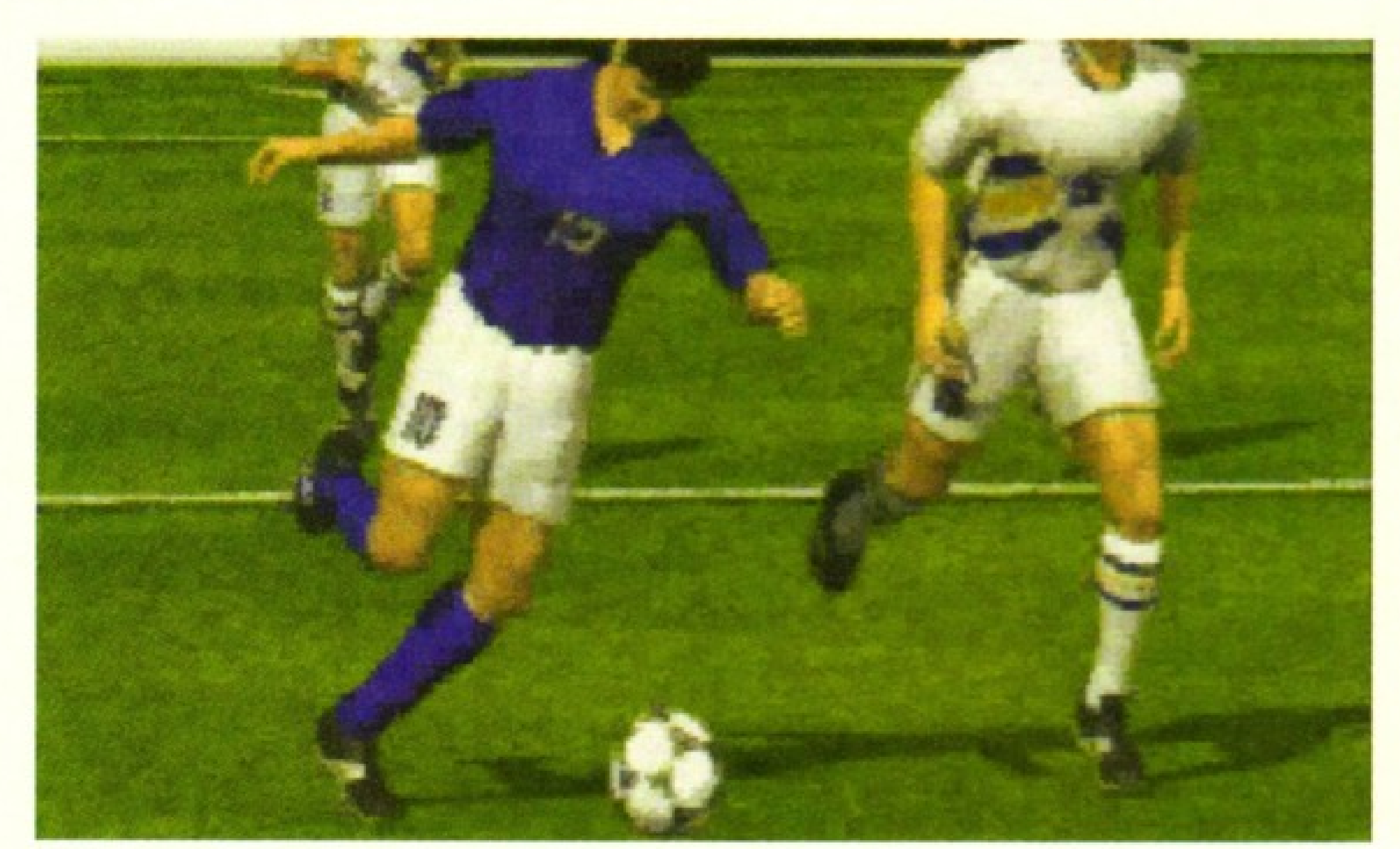


England and Poland are trapped in a bit of a dud game here, no goals scored. Come on!












(Above) Here the replay shows an England striker showing off his grace and style with a delicate chip of the keeper. The great thing about SWS '97 is that there is practically an infinite number of ways to score a goal, be it a scrappy tap in, or a snazzy volley.





(Above) SWS '97 includes a whole series of competitions. You can play a league between a select bunch of teams, exhibition matches to brush up on your skills, enter a world cup competition which goes from league to knock out – it's all in there, believe you me.

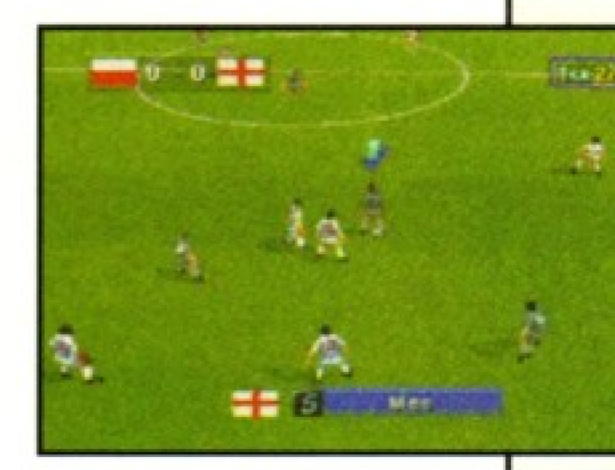
SOCCER MASTERCLASS

Football as we all know, is the most beautiful game on Earth. Its mixture of strength, stamina and style are unequalled in the world of sport. The programmers of SWS '97 naturally appreciate this, and have incorporated some of the fancier touches into the game. As expected, players can do things like diving headers, volleys, bicycle kicks and the like, but that's not all. They also can do a number of tricks on the ball...

THE SHIMMY: If you know your football well, you might be familiar with the 'dummy and shimmy'. This is where the player lifts their foot over the ball and then moves it in the opposite direction to the dummy. One player notorious for using it is Chris Waddle when he's attacking down the wing. In SWS '97 you can execute this very move.



THE TRAP: This is a favourite of midfielders who like to trap the ball to hold it up while the players move into space. It also asserts the midfielder's prerogative to change the pace of the game to suit his teams style and tactics. You might see the composed masters – men like Cantona, Gullit and Gascoine –using this, an air or arrogance about them as they survey the field.



THE ONE-TWO: Everybody knows what a one-two is; you pass the ball to a team mate and he passes it back. Of course, it's pretty useless if the one-two isn't used to move past a defender by 'playing the triangles' as they say. You'll see plenty of one-two's in a team where the players are well organised and familiar with each others styles.















You can change players names to anything you like. Names like Wilbur Monkfish, Gary Elbow, Bernard Nardburn, Tom Clanger, Pedro Bap, Clarence Flap, or even Van Zon. And talk of the devil, there he is (above) going in for a sliding tackle on the Polish opponents. By the way, if you look at the names in the Scotland and Welsh squads, you might see some of ours!

CHOOSE YOUR DESTINY

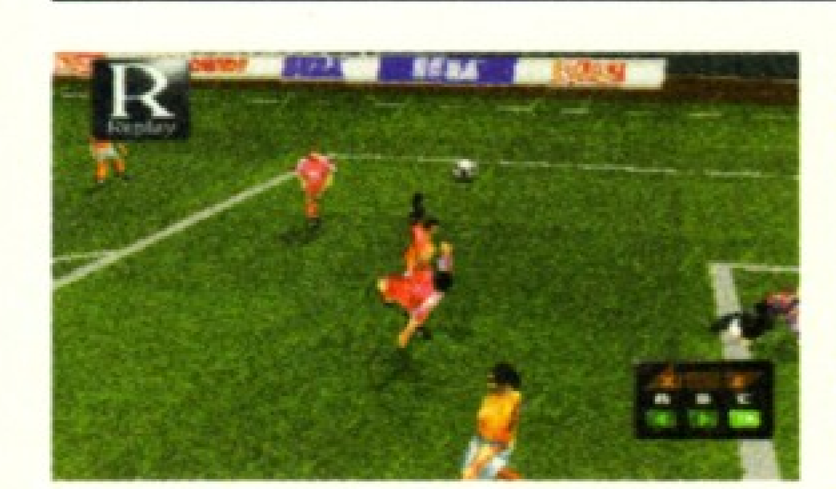
So you just want to play a friendly to brush up on your skills eh? Well that's fine, just go to exhibition mode and play your one-off match – you can even have four of you playing at once. So you want the thrills and the glory of winning the cup eh? Ok, go to tournament mode, choose how many teams you want to participate and away you go. So you want the ultimate prize of league champions eh? Well, you'll be wanting championship mode then, where you play each and every team – three points for a win, one for a draw – to decide just who's the best outfit in the world. Yep, they're all in SWS '97.



Apart from Spain this should be a fairly untroubled group for England.



Through a miraculous turn of events the Germans were knocked out by Denmark.



It's a bicycle kick in effect. It takes me back I tell you to the good old days of Pele and the Seventies Brazilian team. Ahhh.



That's right sonny, you can take that cheeky smile off your face and stare in horror at this yellow card. Now be off with you!






DETECTIVE
SPECIAL POLICE
2
POLICE
POLICE
466
FREE PLAY PRESS STA
344
FREE PLAY PRESS STA
FREE PLAY PRESS START
FREE PLAY
379

DIG THAT GROOVY BEAT

OWNERS OF THE VIRTUA COP GUN HAVE HAD TO WAIT PATIENTLY FOR NEW GAMES TO SUPPORT THEIR PERIPHERAL. WELL, THE TIME IS NIGH, HOMEBOYS. NOT ONLY IS CHAOS CONTROL ALMOST UPON US, BUT THE CONVERSION OF THE SEQUEL TO THE GAME THAT MADE GUN GAMES GREAT, IS PRACTICALLY READY. IT'S TIME TO HIT THE STREETS...

Virtua Cop 2 is an accurate indication of how busy those industrious AM chaps are. Despite the coin-op hitting arcades yonks before VF Kids or Fighting Vipers or anything, it's one of the last to see a full Saturn conversion. This isn't because they're lazy or anything, but demand for the former two games has run so high that progress on Cop has been slowed in order to facilitate quicker fighting game port-overs. However, Cop 2 is now nearing completion, as our exclusive rucks of screen-shots testify.

The last version of the game we showed you was the one running at the E3 show in America. Whilst this was looking splendid in the graphics department, only one level was up and running. Now, however, practically the whole game is fully operational. There's still some work to be done before the game hits the shelves. Our men at AM are still labouring on the Saturn-specific extras we've come to expect from their conversions. We're unsure as yet what these will actually be, although we do know the team are anxious to go better than the Training Mode included on the first Cop. If we're especially lucky this could mean a whole new level!









(ABOVE) Ease your parents' conscience about you playing violent video games by telling them about the Justice Shots in Virtua Cop 2. Inform them that, contrary to popular opinion, games in fact reward civillity, doling out extra points if you disarm a criminal instead of splying their guts all over a wall.
(LEFT) But make sure you shoot them in the correct hand, or you'll just look like some cruel mutilationist.





(ABOVE) Those rings are back kids! The funky target indicators that point out who the closest target is, and how ready they are to shoot at you, by zooming in to lock on the crim in question and turning yellow, then red, when you're about to eat lead.
(LEFT) Blow his car up! That'll learn 'im.

SUITS YOU SIR

This version of VC2 is looking a lot sharper than the one we've previously shown you. In recent weeks AM2 have tarted up the graphical resolution somewhat, so the whole shebang looks much sharper. The textures look plenty nicer too, as they're now running at a higher resolution. So that means there's more of them. Sort of. Anyway, the upshot of this is that Virtua Cop 2 looks a lot less like Virtua Cop – The Amiga Years, than it did a couple of months ago.





As you can see from the shots on this page, Virtua Cop 2 has moved on from the original. Whilst the gameplay is essentially the same (as all light gun games are, really) the graphics are certainly improved. Well done lads.



Beware the dread Beadlepaw of Doom! Ayahahayahaa!



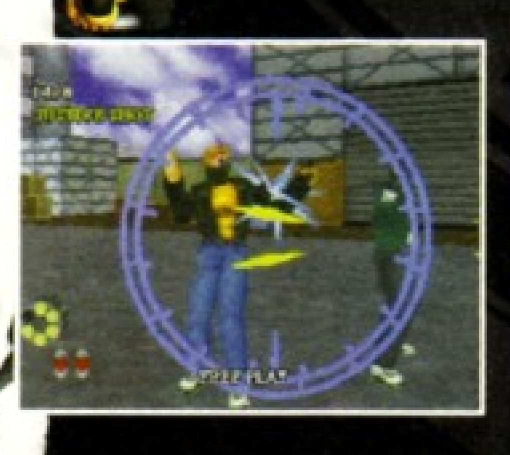


WORK, YE DOGS!

Whilst we're all very excited at how Virtua Cop has grown since we last saw it, there's still a lot to be done. Well, not that much, but it sounds more exciting like that. We've already mentioned the plans for the Saturn-only features, but that's not the really essential work. The game still needs speeding up a bit – whilst it's on full resolution these days the game speed is still lagging. AM2 envisage no problems with doing this, they just haven't got round to it yet. The other thing they haven't got round to yet is patching up the sound, which is a bit flat at the moment. But they will. Just you wait, it'll be all like the coin-op and everything and all your friends will love you.



Whoah! What a lardy-boy! He looks like that bloke from Steppenwolf, who did motorbike anthem Born To Be Wild, with his shades and beard. Actually, he looks a lot like my brother. Although I wouldn't say that to him because he'd hit me.























SMASH IT UP

Interactivity is obviously Sega's strong point. Why, they've been earning a crust for years as top-flight games makers, and if their stuff wasn't interactive at all there'd have been heck to pay. Virtua Cop 2 enhances their reputation for making things do things with other things. Like your bullets, for example. Not only do they destroy your enemies, they also smash up the scenery. Windows can be broken, peaceful civilian cars blown to pieces – even giant lifting hooks sway after a decent couple of shots. Basically, if you see something in the game it's up for a good shooting. This doesn't really achieve anything in the game but, like smashing up the computer room in the EVL HQ in the first Cop, it's enormous fun. Nothing so spectacular about this, you may think, but much of the destructible stuff in the Saturn version *couldn't* be knackered in the coin-op. The wily team behind the home version have added this function. So there's mud in your eye.

CRUNCHY CHEWY TRACKER

Special attention has been paid to the light gun tracking on Virtua Cop 2. Seems a few people thought the coin-op had a couple of problems in this department, with some units not registering hits on the periphery of the screen. Luckily for us Sega are ace, and they've promised there'll be no such trauma with the home versions. Although of course the target centering screen is supposed to see to that. Anyway, unless your dad is an unscrupulous arcade owner who rigs it, your version will be fine.









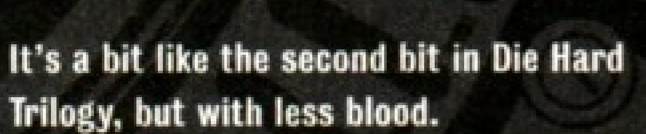






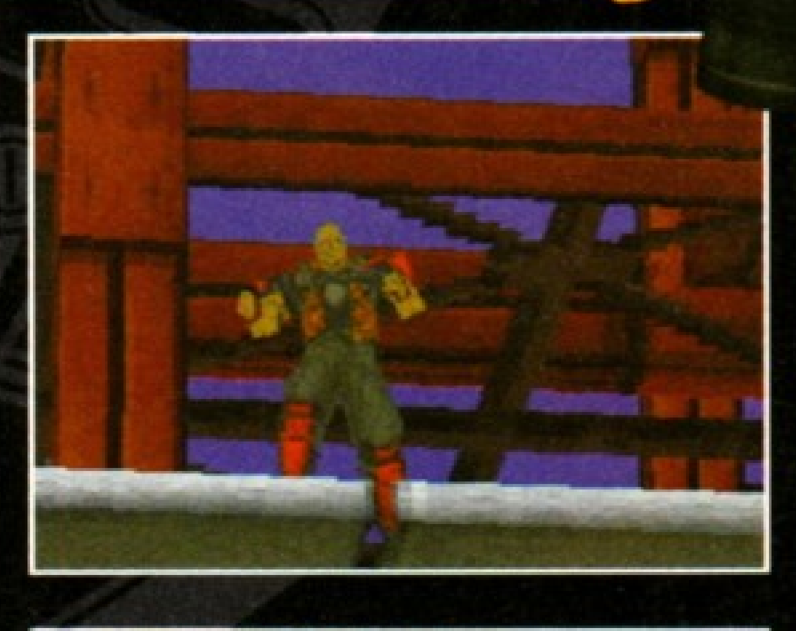
(LEFT) Rich 4 Janet Marshall! Tee hee!

Didn't you hear the man? Quick! QUICK!! Aieeeee!



It's a bit like the second bit in Die Hard Trilogy, but with less blood.











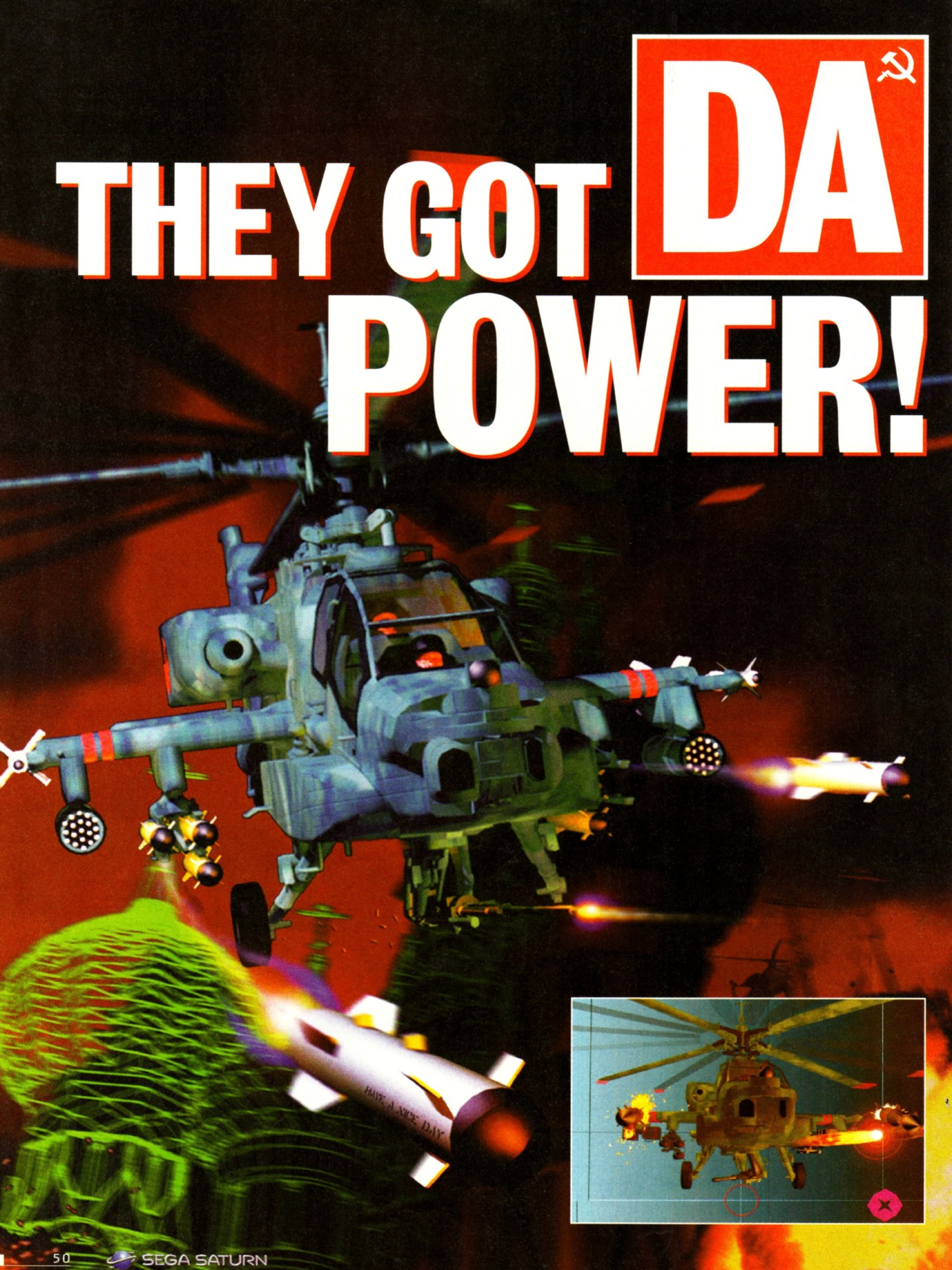




NEXT MONTH...

If everything goes according to plan, we should have a finished version of Virtua Cop 2 in the office. Providing we can stop playing it for long enough, we'll endeavour to provide you, the SSM reader, with a full review of how good it is. However, there's every chance it'll come in and we'll just sit there popping caps at the screen for four weeks until we all lose our jobs. Watch the skies, earthlings!

THEY GOT DA POWER!





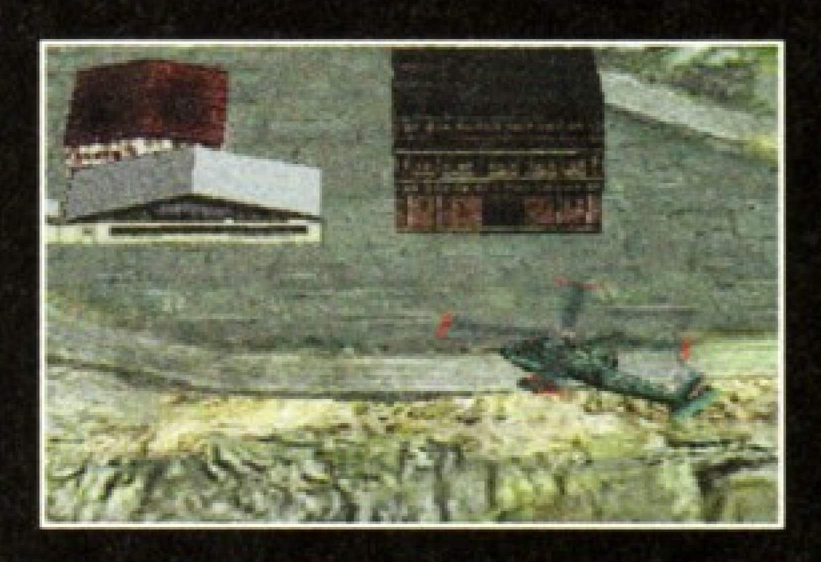


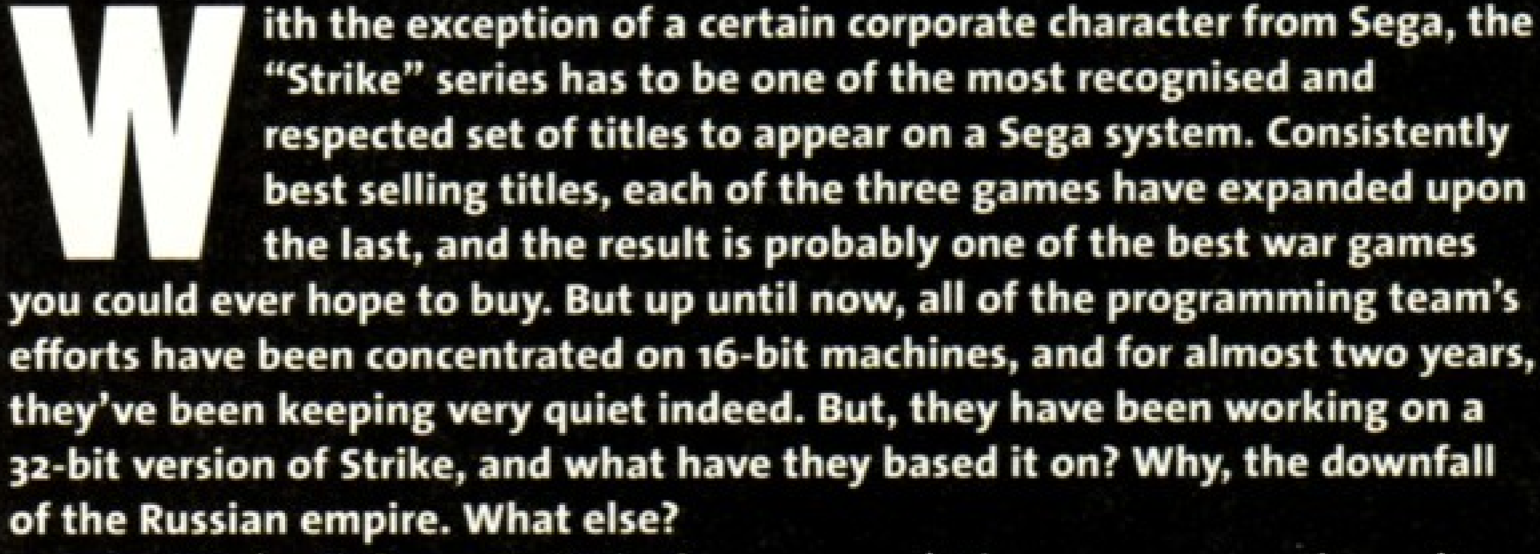

Always hot on the trail of a controversial gaming story, the original Desert Strike programmers aren't afraid to put the world to rights. Why, with almost every game released they've managed to upset someone, beginning with their very first title, where they were accused of being rather insensitive over the Gulf War (some people even wanted the game banned). Luckily, age hasn't softened them – in this fourth adventure, they're out to stop the resurgence of an evil communist force in Russia! SAM HICKMAN dons combat fatigues to investigate exactly what this obsession with war is all about.





Lots of big gun things to take control of! Yep, you can be sure nothing's changed in the weapons department for this version of a Strike game.





With the exception of a certain corporate character from Sega, the "Strike" series has to be one of the most recognised and respected set of titles to appear on a Sega system. Consistently best selling titles, each of the three games have expanded upon the last, and the result is probably one of the best war games you could ever hope to buy. But up until now, all of the programming team's efforts have been concentrated on 16-bit machines, and for almost two years, they've been keeping very quiet indeed. But, they have been working on a 32-bit version of Strike, and what have they based it on? Why, the downfall of the Russian empire. What else?

Luckily (well, for most Strike fans, anyway), the programmers haven't gone all misty eyed at the thought of creating an all-new title using 3D, which, thinking about it, probably would have been the most obvious thing to do. Nope, instead, they've made the brave decision of staying in 2D. And from what we've seen already, we're glad to report that this works to the game's advantage – the title is already looking nothing short of spectacular and at the moment, it's barely 30% complete!

There's no doubt that Soviet Strike is going to be big news when it hits the streets in November, but what differences can you expect to see for this version? Will you still be able to pick up little people in your plane? Will there be any cheesey drugs barons to blow away? well, read on to find out...




The tried and tested overhead view looks great in all its 32-bit glorydom.




Soviet Strike looks way more advanced than any of the previous games in the series, as you can tell from these ace graphics. In fact, when the game's moving it looks absolutely blinkin' brilliant!




Explosions! That's what we like to see!



WHAT'S IT ALL ABOUT...

The story in Soviet Strike is based loosely on the previous games, although his time your mission is to infiltrate five eastern terrains and undercover various bad guys before they start a huge world war. New for this game is the addition of TV reporters who give you clues for your missions and also cover up any mistakes that you might make. Basically, the plot is "don't let this evil commies take over the world ever again. And as chief all American boy, it's obviously your job to ensure that this doesn't happen. So, think you're up to it, chuckie boy?

BRAVE NEW WORLD

But what about the gameplay in this all-new 32 bit version? Is it almost the same as the 16 bit games, or is it completely different? Well, like the graphics, the gameplay mixes up elements of the old series and adds new ones. You get the same helicopter that was in the previous games (the Apache). There's also plenty of sub-missions to complete within each level, and once again, there's an überbad guy to capture. However, new for this adventure are more spontaneous sub-missions that aren't necessarily mapped out at the beginning of each mission briefing – basically meaning that you'll just stumble across them as they happen. Also, any enemies that you stumble across are far more intelligent than in the previous titles and the way in which you deal with them can effect events later on on the game. You also get to try your hand out at nuclear weaponry and can even blow up nuclear reactors – watch out for the fleeing people who turn green with radiation!











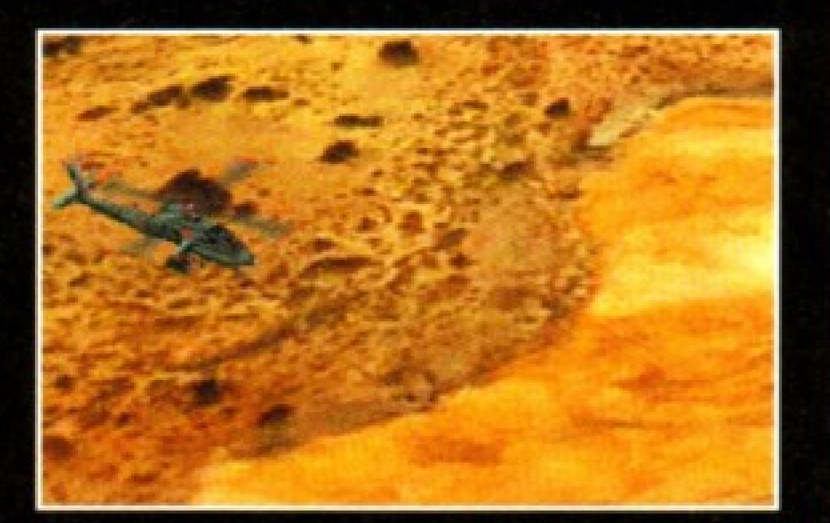






This is one of the out-take screens showing the disastrous consequences of weapon selection.





Remind you of anything? Yep it looks like the old Desert Strike. Only about a million times better. Well, maybe that's a bit of an exaggeration.



A HISTORY OF STRIKE

Surely everyone who ever owned a Megadrive must have had one of the Strike games in their time, as the series managed to appeal to those who weren't traditionally into helicopter shooting games. There were three strike games on the Megadrive altogether, and considerable technical progress was made with each addition to the collection. Here's a quick rundown of all the titles that were available (you still might be able to get hold of some of them).

DESERT STRIKE

The grandaddy of them all, Desert Strike was probably the most controversial game if the three, as it was released around the time of the Gulf War. EA were accused of being insensitive, and some people tried to get the game banned. With subject matter that included tracking down an evil eastern madman, and blowing the hell out of everything, they has a point, but them again, it's only a game, innit?



JUNGLE STRIKE

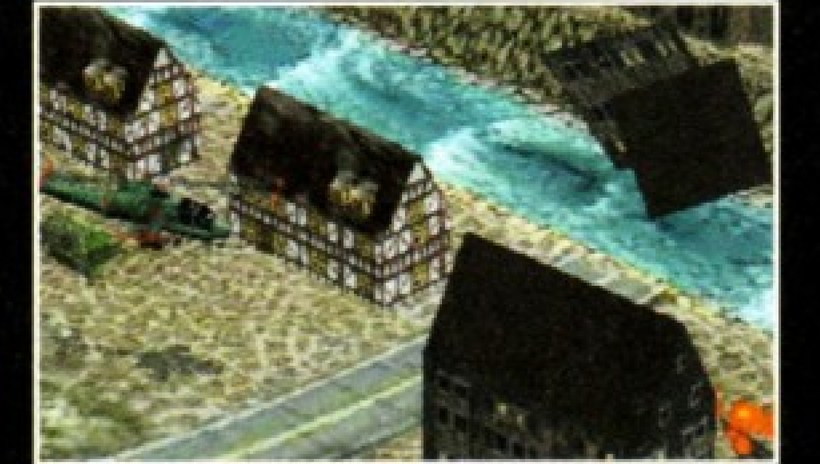
Set in the thick of the rainforest, Jungle Strike used roughly the same formula again, although this time, the bad guy was nuclear tester General Kilbaba. This title was different in that you could use four different vehicles to make it across very varied terrains. You could even use a jetski!



URBAN STRIKE

The last in the 16-bit series, Urban strike went all concrete and featured another greedy drugs baron. The gameplay in this title was much more sophisticated, and this time featured liaisons with shady characters, the protection of the Whitehouse and hostage pick ups. Easily the most sophisticated of the three titles.





BEHIND THE IRON CURTAIN

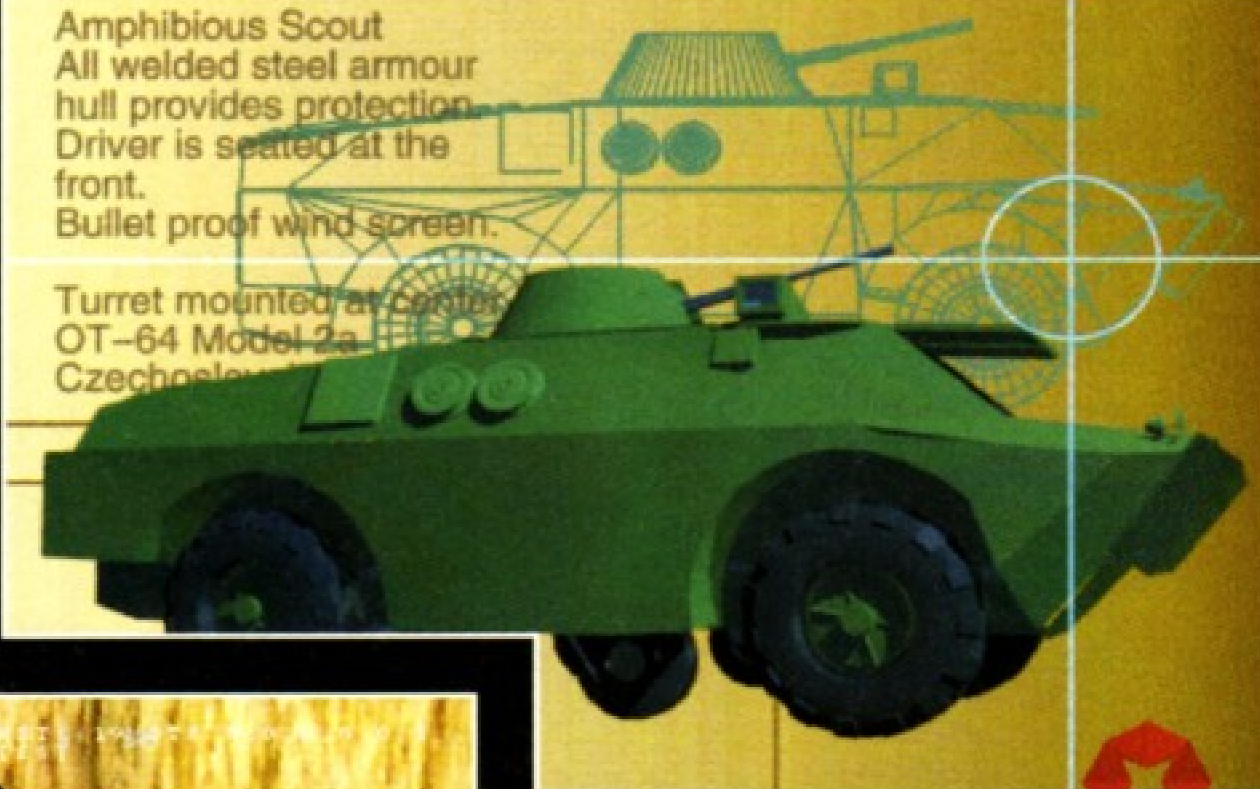
Soviet Strike has already been in development for two years, and instead of rushing ahead with a game that didn't make the most of a 32-bit machine's capabilities, the Strike team decided to wait for a while and get used to the programming development kits that they had been issued with. This means that although the game remains essentially in 2D, there's plenty of effects that you wouldn't find in other air combat games. However, some of the original Strike team are also working on the Saturn version, so you can be sure that all of the touches that made the 16-bit versions so great will also surface on this title too. The team conducted reams of research into what made the previous Strike games so popular, and through focus groups, decided that the game view should remain the same as in the previous games. However, the actual look of the title has undergone a complete overhaul, with fully rendered backgrounds – making the game's landscapes look completely realistic, and there's a choice of different plane views to take too, and the team have created a new technology which generates the backgrounds as you play the game, and each section of the graphics is unique – you don't get to see loads of repeated bits throughout the game. In theory, this means that you could make each world as big as you like, although constraints have been put on the level sizes, simply because there's only so much information people can take in – if the levels were too big then people would get lost and begin to lose interest in playing the game. In other games where the backgrounds are generated as you play, you might expect the game to be a little slower than other types of games. But the programmers have managed to get around this problem too. In fact, so far, they're finding the Saturn a really good machine to work with, and are even going some way into getting around the transparency and explosion effects that have traditionally been more difficult on the Saturn.





As you can see, it's quite cold in Russia. All the time, apparently.

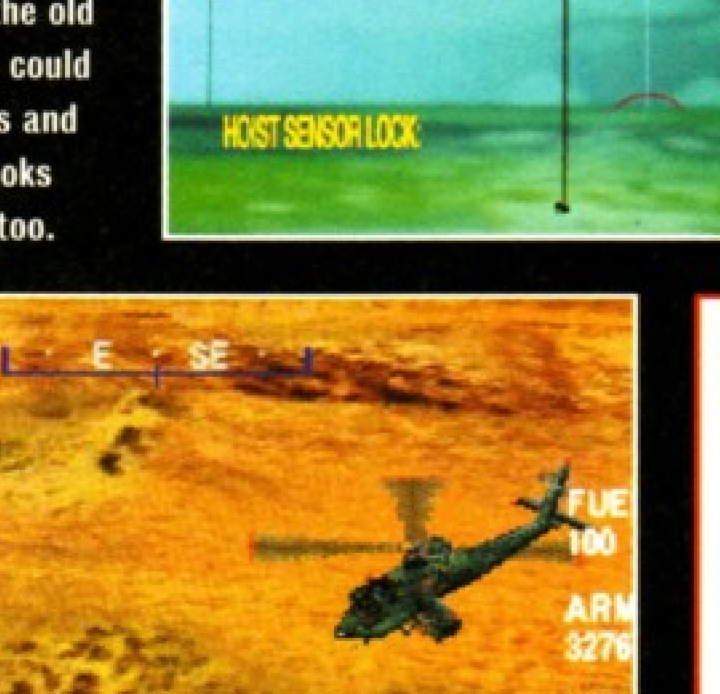




Hurray! It's another picture of a tank! What can I say? It does indeed look like a tank and there's many of them that can be found in Soviet Strike.

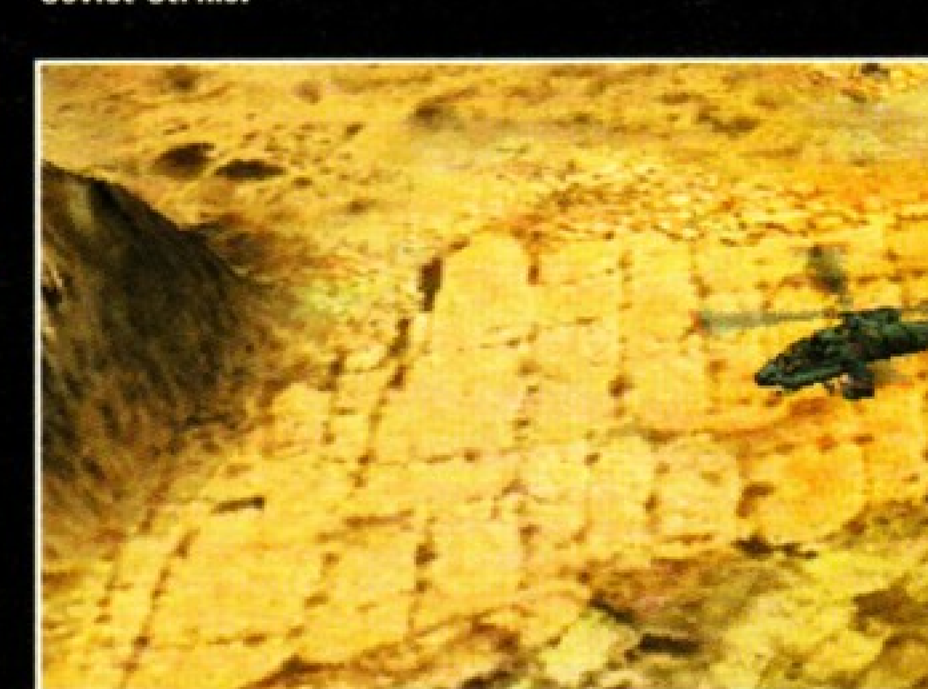


One of the features of the old "Strikes" was that you could blow up people's houses and watch them run out. Looks like that happens here too.

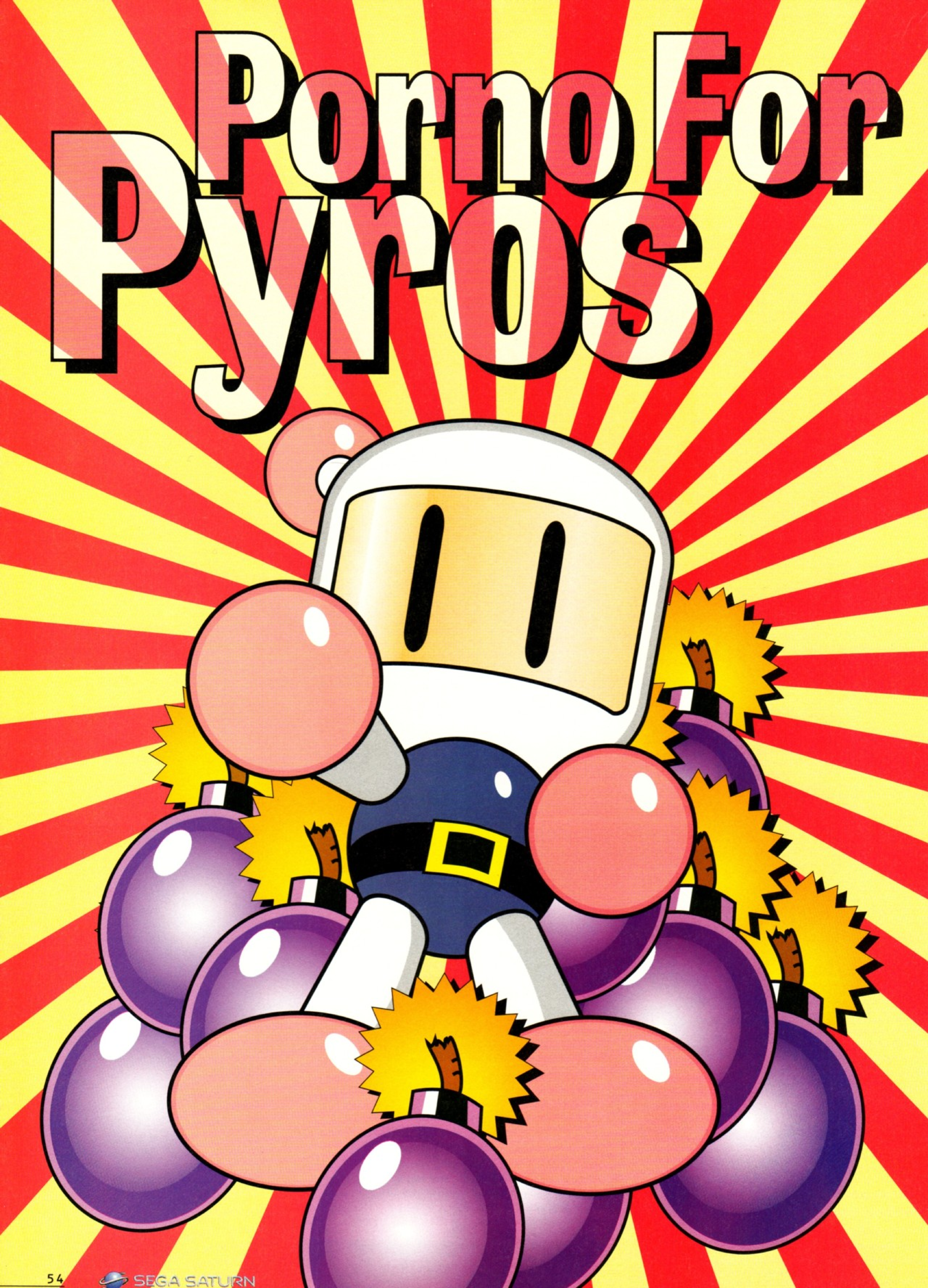


COMING SOON!

At the moment, Soviet Strike is still deep in development and will be lucky to make a November release in this country. However, the goods that the team have already produced are proof enough that this is going to be a high profile title. We'll be bringing you updates on the game's progress until it's finished and expect to see another feature on the fully complete title just as soon as we can get hold of a copy!



Now this is more like it. Go on, smash the hell out of everything! Blow it all up! No mercy! We don't want to see one little smithereen left! Not even a tiny bit.


Porno For
Pyros



Bomberman is such a cute and loveable little man we're surprised he doesn't have his own cartoon show. Surprised, other than for the fact his raison d'etre is blowing up everything he finds. Join in the fun, the frolics and the flammables with his amazing Saturn debut...

Just imagine what games culture would have been like if Bomberman had decided to go into a different line of business. I mean, once you're lumbered with the surname Man there's only a fairly limited scope for future careers, and many of them aren't exactly suited to video gaming. How well would the market have responded to Milkman, where players attempt to destroy each other by flinging flimsy glass bottles at each others' heads, and if they were especially lucky ride around in a little milk float hatched from an egg? Or what about Postman, where players don't do anything at all? Or Mr Loverman, in which the participants grow outrageous Mr Whippy ice cream haircuts and duet with Scritti Politti on a single hit record. Or perhaps not.



Of course, had our diminutive and exceptionally spheroid pal been bestowed with super-powers, his name would have set him up for life as a roving vigilante. A single bite from a radioactive Super was the only thing required to change his future forever. But no. The only way Bomber could escape his mundane destiny as Barman, Handyman or Layman was to acquire a gimmick, and explosives were his choice. But this wasn't always the way. Indeed, when Bomberman first decided on his name his original plan was to wear a black faux-leather jacket the whole time. Sadly people just called him Fonzman or Unfashionable man or (in summer) Sweatyman. Switching tack, Bombsy started riding a clumsy proto-BMX Raleigh bike in the hope it's Bomber nomenclature might rub off on him. All that rubbed off on him was the cheap paint job sprayed over the crinkly plastic covering the frame.

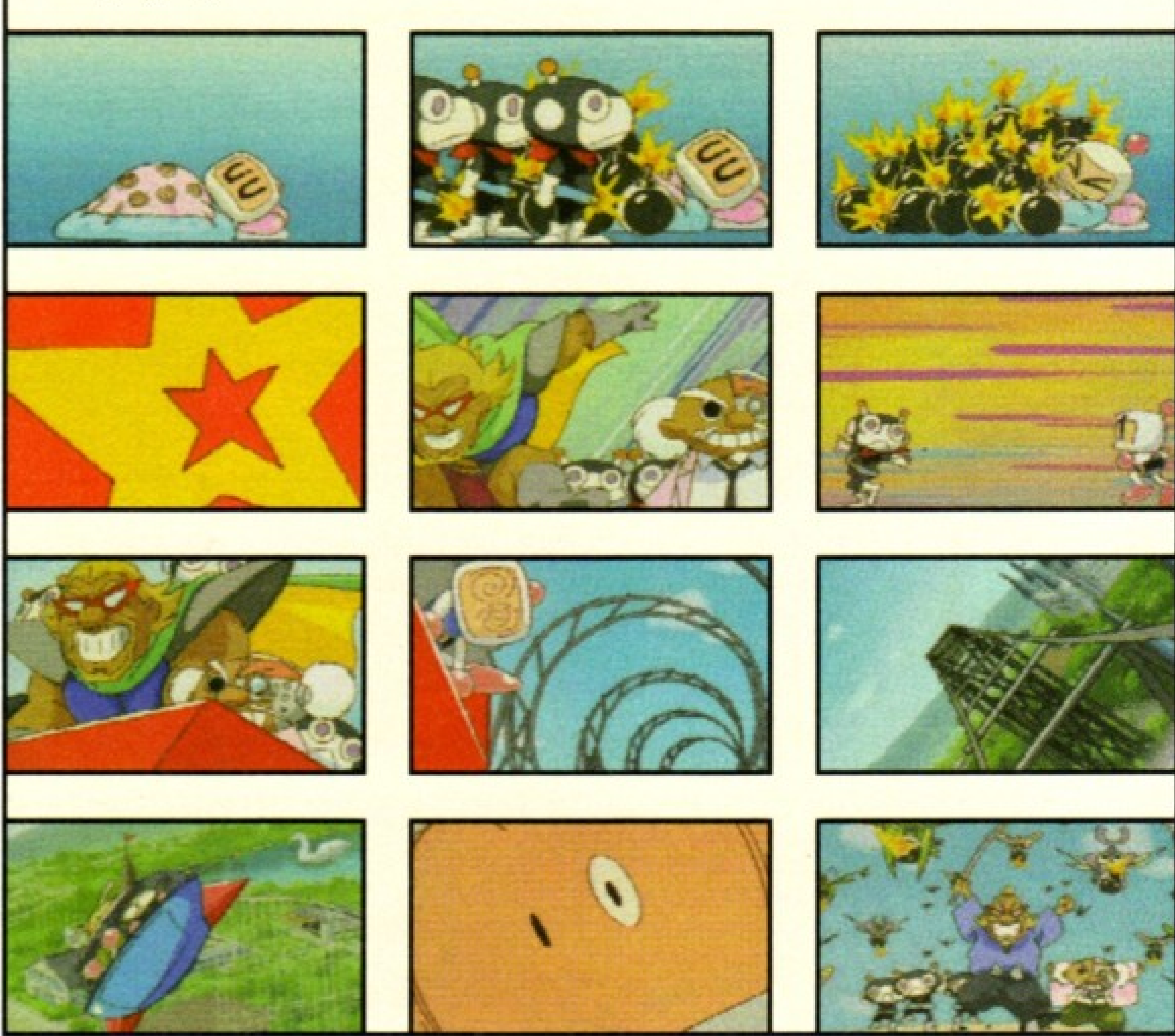
Luckily, after putting an old colander on his head, Bomberman's last incarnation hit the spot. Now he roams grid-like environments the world over, lighting the blue touch paper and retiring in a variety of exotic locations. So how's this Bombering thing work then? Well, it's easy. Each Bomberlevel is laid out like a grid. Some of the squares are empty, and you can walk on them. Others are filled with indestructible blocks, and you can never walk on these. Some of them are filled with bricks, or footballs, or things like that, and these need blowing up before you can walk over the ground beneath. Blowing things up couldn't be easier. Just lay a bomb by the object you'd like to destroy and run away. The bomb now explodes outward in any direction not restricted by an indestructible block, demolishing the first thing the lines of fire hit. At the start of the game you can only drop one bomb at a time, and it only has a spread of two blocks around the bomb. However, picking up power-ups allows you to drop more bombs of greater destructive potential. The only snag is that you're vulnerable to your own explosions, which means one badly placed bomb and you're dead. And you thought army demolitions experts were just the thick ones who like blowing things up.





SATURDAY MORNING FEVER

The good thing about Bomberman looking so simple is that it means Hudson have plenty of room left on the CD for some excellent presentation. Firstly, there's the excellent music tracks mentioned elsewhere. Secondly, there are stacks of groovy cartoons livening things up all over the shop. Before you even get into the game you're confronted with a three minute animated bomb festival which introduces you to all the characters and sets up the story. Confusingly. That's Japanese animation for you. Anyway, there's also another, shorter skit before embarking on the one-player game. That's nice of them.



MUSIC SOOTHES THE SAVAGE BOMBS

On very first listen, Hudsonsoft seem to have forgone the powerful sound processors available to Saturn programmers. The tunes sound exactly like the old Dynablaster blaster music from the Megadrive version, in fact. But give the soundtrack a few seconds to warm up and your ears are assaulted by some of them junglist-house-rave-repetitive-beats dance tunes. Eeh, kids today with their beat boxes and breakdancing. I don't know what the world's coming to.





Each of those things Bombser is riding have different powers, like jumping or barking.



BATTLE OF THE BATTLE PLANETS

Just like baseball games, Bomberman allows you to choose a variety of stadia to play in. However, unlike in baseball games, this actually makes the slightest bit of difference. Just to illustrate the wide spectrum of possibilities this presents, allow us to give you a quick rundown of all the play palaces on offer.



BATTLE Nothing particularly interesting, to be honest. This is the basic backdrop with no frippery. There is a nice big "BATTLE" sign written under the bricks, though.

JUNGLE Nothing to do with the groovy in-game music, this is another fairly straightforward course with only some chattering parrots at the side and crowns instead of bricks to distinguish it from the first.

FOOTBALL Not a cash-in on the current craze at all, the soccer round has footballs instead of bricks, and a couple of goals at either end to trap opponents in.



DESERT The first sign of unusualness, the Desert arena has a rectangular river of sand running around the centre. This carries bombs on a circuit around the middle of the screen, hopefully to destroy your foes.



SPACE One of the most interesting stadiums. This one has three switches in the middle, activated by the pressure of your little Bomberfeet. Hitting one speeds everything up, hitting another slows everything down and the middle one reverts things to normal.

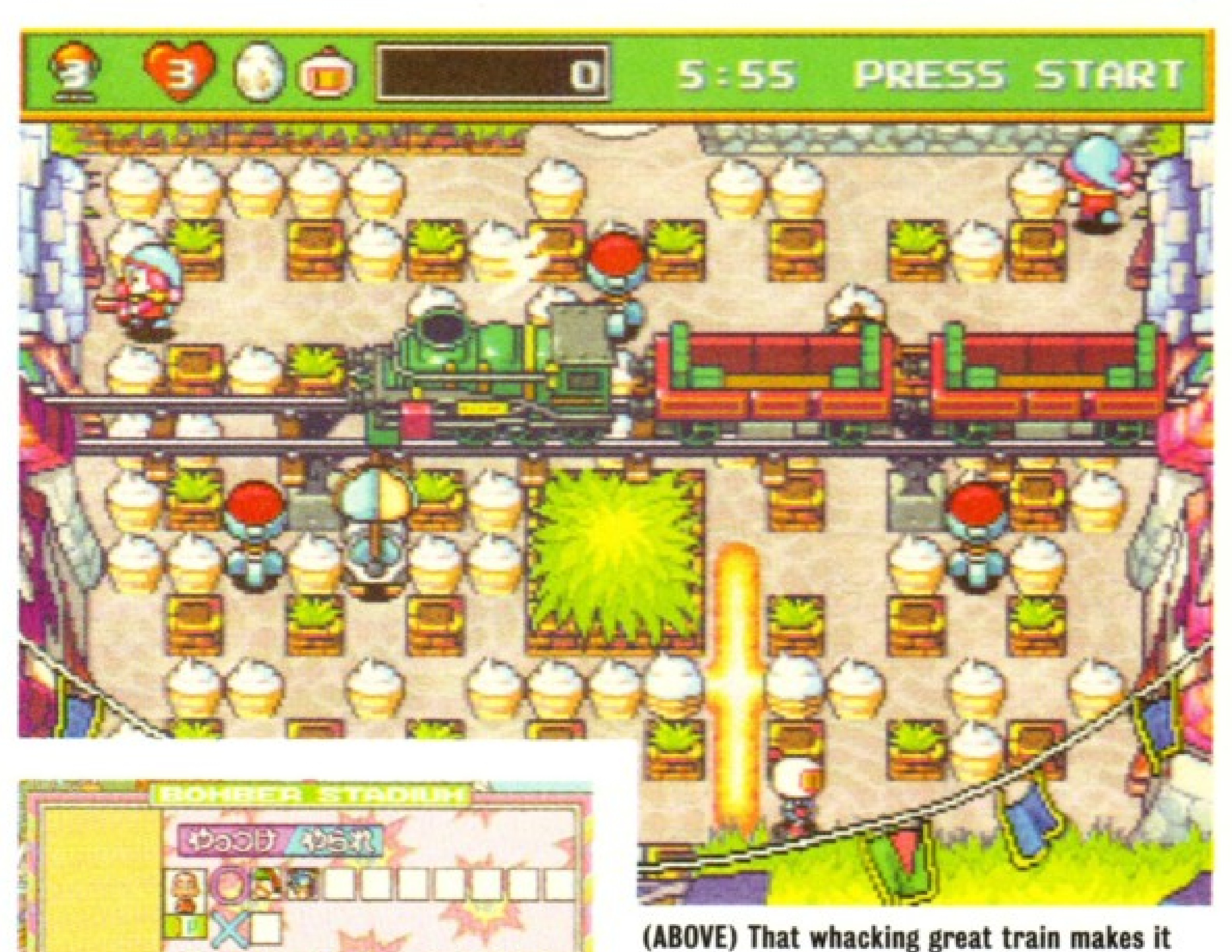


FAIRGROUND Destroy the ice creams to uncover your icons and lead the way to trampolines. These bounce you off in the direction from which you approach them, buffeting you over blocks and ices to land in the next available unoccupied space.

WEIRD PLACE We're calling it Weird Place because we haven't quite worked out what's so different about this one. Sorry.



LABORATORY The arrows placed on the floor seem a bit out of place, until you try kicking a bomb over one. The bomb follows the direction of the arrow, and if this leads to another arrow the bomb switches again, following a crazy pattern marked by the floor. This is our favourite one.



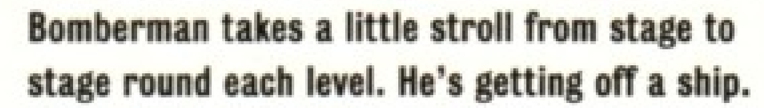
(ABOVE) That whacking great train makes it very hard to see what's going on when it passes overhead. Grrr.
(LEFT) This VS Mode screen shows the results of a multi-player match, indicating who bombed who, and who they in turn were bombed by. BC Kid obviously won here.

NINE AGAINST ONE – WHAT A MAN

If we're being honest, and we always are because we're so nice, Bomberman wouldn't have ever sold one tenth as many copies if it weren't for the excellent multi-player opportunities. The Saturn version tops any previous effort by facilitating TEN PLAYER games. If you haven't got nine friends, don't worry – you can play with fewer if you like. Hell, if you're that lonely you can play on your own. We won't tell. And the Saturn, trusty old beast that it is, will play the part of your friends. It works like this – before kicking off a multi-player game you're presented with an option screen which allows you to set how many players you want, how many of these are human beings, and how many are controlled by the CPU. Once you've set the right quantities, plugged in your adaptors (if you want lots of real people) and millions of pads, you're ready to rock. Many other aspects of this exciting and novel feature are detailed elsewhere in this fascinating showcase. Dig it, dudes!







Bomberman takes a little stroll from stage to stage round each level. He's getting off a ship.



Football would probably be way more popular in America if they made it this violent.

I AM THE MASTER! GAME!

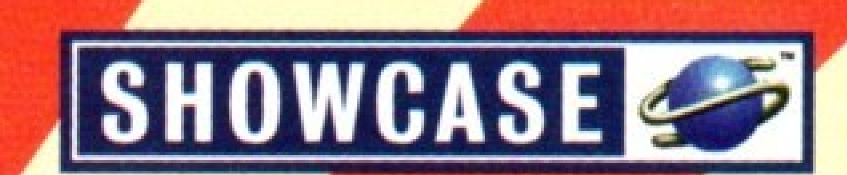
The second long-play mode in Bomberman is the nattily titled Master Game. It's one player only, and you're only given one life. The object of this quest is to destroy all of the monsters roaming each static screen. Once they're all dead a ladder descends from the heavens and offers you a way out. The Master Game differs from the norm in that it's only played on static single screens, so you can see the whole level at once. Also, the time limits are way stricter. You're barely given time to whack all the bad guys, let alone blast the bricks to get hold of essential bonuses. Unsurprisingly, hearts are top power up here, as they allow you to survive more hits. A readout at the top of the screen tells you how many hearts you have, the number of bombs you can drop and your bomb power and speed-up levels.















POWER OF THE MASTER! GAME!

Bomberman has stacks of power-ups in all the play modes. Way to many for us to fit in here, to be honest. But we'll tell you about some of them. The most common three are Extra Bomb, Bomb Power and Speed Up. The first allows you to drop one more bomb at a time than previously (so you can have up to six or so bombs on-screen), the second adds another block in explosion radius to each of your devices and the third makes Bomberman move faster. There's also hearts, which allow Bomberman to take more than one hit, boots which allow our hero to kick bombs along the floor, P-Bombs, which are super-powerful explosives of the scariest order and Pipe Bombs, which aren't detonated with a timer, but with a press of the B button.

MAY THE BLESSING OF THE BOMB ALMIGHTY DESCEND ON US ALL

Bomberman might be Hudson's most prolific character, infecting every format known to man with his explosive nature, but his aren't the only games the team have produced. Prior efforts like BC Kid and Adventure Island were big a couple of years back, mostly on the SNES (boo hiss). Bomberman is obviously a generous soul, though, because he's allowing his stablemates to piggyback on his game. in the two-player game you're given a choice of Bombermen to control. Only two of these are traditional Bombermen, however. The other consist of slapheaded neanderthal child BC Kid, baseball-hatted and bad-haired neanderthal child Mr Higgins from Adventure Island and a load of foppish fantasy characters from some RPGs or something that Hudson have done. It makes it a lot easier to remember who you're playing, that's for sure.















A multi-player game in full swing. Those skulls are part of the level, not your dead beheaded enemies. Or Yorricks.



That orangey monster isn't usually that colour. He's just turned bright because he's been bombed and is about to explode. Cheery.

UNABOMBS

Mano-a-mano isn't the only way to play Bomber man you know. Oh crikey flip no no no, there are Two other ways of play it. The first is the one- or two-player exploration game. Your Bombmeister strolls around scrolling levels of bricks, blocks and baddies, bombing everything. The idea of each level is to destroy the five flashing red control beacon things before time runs out. Once they're smashed the exit opens up and it's onto the next stage. This is much like Bomberman ever was, but it's been revamped with the help of 32-BITness. There are now loads of obstacles and bits of scenery which conceal sections of each stage, so you're never quite exactly sure where your bomb is (or where you are). There are also sub-games or bonus points – one stage has Bombser lighting cannons with his cherries and blasting octopi from the side of a ship. Plus, of course, there are giant bosses awaiting at the end of each level, ready to crush you to a pulp.











Just when you thought the decision had been made and a winner revealed, a stewards inquiry has turned everything on its head! Tut tut young Mr Nightingale – I'm afraid you got the rules wrong! But the show must go on!

WE WANT VIDEOS!

If you ever looked at the rules for our Time Attack competition, you'll know that what we wanted was your fastest laps from each of the three courses – Desert, Forest and Mountain. We also wanted you to play the courses one after another – consecutively – and then add up the three fastest laps and present us with your accumulated time. i.e. Lap 2 from Desert, lap 3 from Forest and lap 3 from Mountain added up. Despite these pretty straightforward rules, confusion seems to have struck our unconfirmed victor. Mark Nightingale's times were his three Desert laps added up together and we're afraid that just won't do. Sorry Mark but these are the rules buddy.

So what we plan to do now is this – if your name is in the top ten, we'd like you to send your video in as soon as possible, proving your time is as good as you say it is, and also proving that you followed the rules properly.

Just so you remember who you are, here's last month's top ten according to times, although remember that until we get the video evidence these times are UNCONFIRMED.

So if you recognise your name in there, get your video off to us PRONTO!

SEGA SATURN MAGAZINE
SEGA
TIME ATTACK
1996
SEGA RALLY TIME ATTACK COMPETITION

TIME ATTACK TOP TEN!

1.	Mark Michael Nightingale (Disqualified)	2.36.22
2.	Graham Sims	2.44.69
3.	Andy Grant	2.46.96
4.	Steve Martin	2.47.09
5.	Mark Michael Nightingale (Disqualified)	2.47.42
6.	Andy C.B. Hoath	2.47.99
7.	Andy C.B. Hoath	2.48.23
8.	Leigh Stevenson	2.53.54
9.	Darren Ware	2.53.58
10.	Nicholas Ware	2.53.89

FIRST PRIZE: FREE SATURN GAMES FOR A YEAR, A SEGA RALLY JACKET AND A SEGA RALLY T-SHIRT!

SECOND PRIZE: TEN SATURN GAMES AND AN EXCLUSIVE AM3 SEGA RALLY JACKET AND T-SHIRT!

THIRD PRIZE: AN EXCLUSIVE AM3 SEGA RALLY JACKET AND A SEGA RALLY T-SHIRT!

SEGA SATURN™

Review Index

Ok, so this guy walks into a bar right, with this stoat under his arm, and the barman says, 'I hope you don't expect me to get that a drink?!', and the stoat says 'Of course not, but make mine a double!' Hahahaha!

Ok, I've got another one; this guy walks into a bar with a tree sloath under his arm, and the barman says 'You know the rules – get that thing out of here!' and the tree sloath says 'Ah come on, he's only having an orange juice'. Hahahaha!

Ok, how about this one then; this child walks into a bar with a review index under his arm right, and the barman says, "Sorry, no kids." and the review index says, "On the contrary, we have Virtua Kids on page 62. Now fix me a G and T". Hahahaha! Ahhh, it's the way I tell 'em!











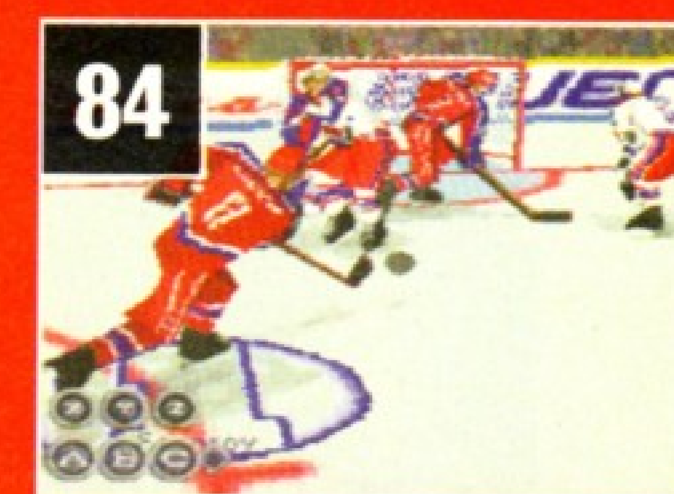














BY	SEGA
PRICE	£29.99
STYLE	FIGHTING GAME
RELEASE	

Okay, you've looked at the screenshots and you're slightly bewildered at just what Sega and AM2 are up to. After all, this is just Virtua Fighter 2 with different graphics, isn't it? Well... kind of.

In Japan, Virtua Fighter 2 remains the unassailable coin-op of the moment. Despite the launch of pseudo-sequel Fighting Vipers and "competition" in the form of Tekken and its ilk, AM2's title is still the most played arcade game (by a huge margin) in the Land of the Rising Sun... and probably will stay in that position until the release of VF3.

Sega of Japan's aim for VF Kids was to increase the audience for VF still further, taking the tried and tested VF gameplay and giving it a slightly more user-friendly appearance. For us westerners, it might all be a bit confusing, but the fact remains that VF in any form is pretty bloody brilliant actually - and we'll perform Akira's Stun Palm of Doom on any body that says otherwise.

VF Kids is fast - a full 20 percent faster than VF2 and retains the amazing high resolution graphics and super-smooth frame rate that distinguished what remains as AM'2 finest hour. The big heads also feature many new facial expressions, with the surprise on the fighters' faces as a new challenger enters the game being particularly priceless. Topping off the atmosphere perfectly is a new range of effects and brilliant kids-style remixes of the classic VF2 tunes.

There's also a "kids" mode that enables you to string together combinations of "difficult" moves with deceptive ease. It has to be said that the original VF2 was something of a technically complex game, and this mode opens up the game greatly (although it may upset people who are reasonably au fait with VF2's control).

However, for all its differences, the game is VF2 (albeit with some rather special bells 'n' whistles) and whether you will want this game depends on a number of factors. Obviously the first concerns whether you actually own VF2 already - despite the myriad alterations, there's very little in the way of surprises and if you do have the original version in your collection, I'd only recommend the new game to real, die-hard VF2 fans.

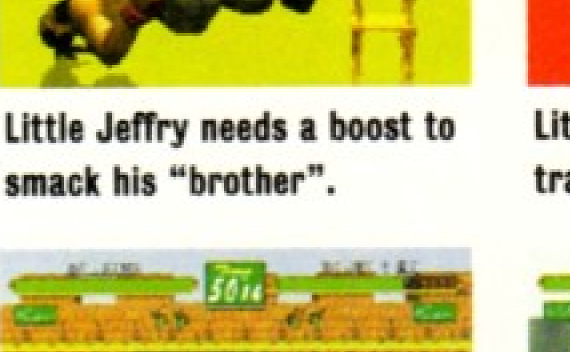
If you don't own the original, you'll have to choose between this kids edition and the established VF2. Each has its charms, but my personal favourite is still with the original (which I would still rate at 98%) - the Kids edition's fighters really don't allow you to appreciate the brilliance and realism of the original's motion capture, simply because the arms and legs in Kids are so small! Of course, others might go for Kids because of its extra speed and combo potential or its extra visual appeal, so it all kind of balances out really. The fact that Kids is a full twenty quid cheaper than the older conversion might also be a small determining factor in your decision.

In the end it comes down to personal preference because the bottom line is that Virtua Fighter in any of its various forms is videogames entertainment par excellence.

RICH


Little Jeffry needs a boost to smack his "brother".


Little Wolf shows off his trademark move in the intro.


A bit of Lau on Lau action as battle commences on Lion's kiddy castle background.


Wolf's charge is one of the moves to activate the new triple replay.



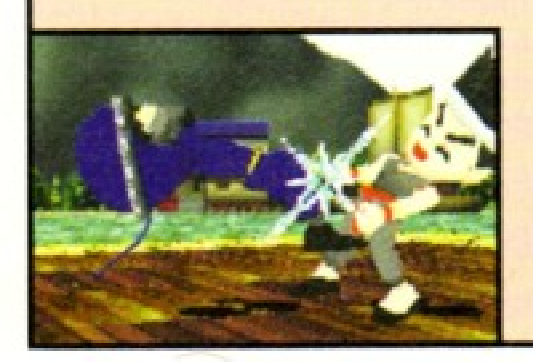
Shun versus Lion (above). Notice the pained expression on Lion's face as Shun inflicts a floating hit to the midriff.





TRIPLE REPLAY ACTION!

Each of the characters has individual moves and combinations that look absolutely spectacular and AM2 have picked a few of them for triple-replay duties. Basically whenever one of these moves is successfully performed, the action is replayed from three different perspectives to emphasise how great it looks - a trick first employed in Fighting Vipers. Some of the more pleasing throws cause a swift change in camera angle to emphasis the power of the technique - Wolf's Giant Swing being one of the most excellent to behold!









A WORD FROM OUR SPONSORS

In Japan, Sega tied up a deal to advertise soft drink Java Tea in Virtua Fighter Kids - hence the can being featured in Jacky's winning pose and replacing the sake that Shun drank in adult VF2. This is the second time that AM2 have included advertising - Fighting Vipers features Pepsi logos all over the shop... Not that European gamers will notice - all of the aforementioned advertising has been removed from the English Language versions of VF Kids and Fighting Vipers.

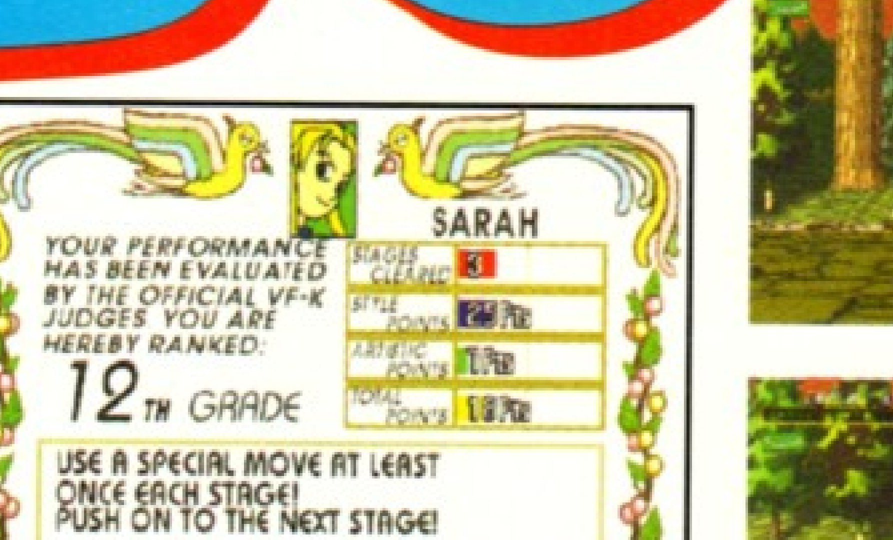


Virtua Fighter KIDS









All of the different modes from original VF2 are included, including Ranking Mode (above).




SWOLLEN HEADS

The super-large heads in Virtua Fighter Kids have caused AM2 to rethink a lot of presentation and gameplay. The gravity of the original VF2 has been redefined to reflect the impossibly large heads of the kids, and all-new blocking animations have been included. Obviously with tiny little hands, blocks don't look quite so realistic, so now the characters move their heads around to dodge some incoming blows entirely.








"Oof!" "Ooyah!"

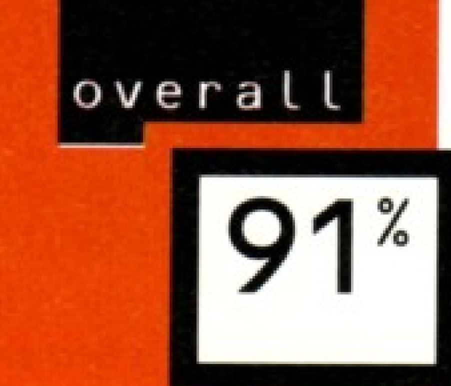






Whether Kids is better than the established VF2 is debatable, but the brilliant new visuals, super-fast speed and gameplay tweaks should bring VF to an all-new audience. The fact it's only £30 doesn't hurt either.

graphics	93
sound	90
playability	93
lastability	94



overall 91%



BY	ACCLAIM
PRICE	£TBA
STYLE	MOIDER
RELEASE	SEPTEMBER

I had an awesome dream about an alien invasion the other night, which I have to say was loads better than Alien or Aliens or Independence Day or anything. It was absolutely brilliant, and I hope to have more like it. Now I can try to re-capture that excellent dream with Acclaim's oldest licence...

In space, they say, no-one can hear you scream. Why's that, then? Is everyone in space deaf or something? They should try turning their bleedin' space tellys down a bit and keeping an ear out for any passing human in trouble, I reckon. Take young Ripley, the feisty chickstrel heroine of the Alien Trilogy. You'd think, as a vulnerable single woman in as poorly-lit a public environment like space could expect a bit of back-up were she to holler "Help! I'm being attacked by an entire alien race! And they're really pointy!". But no. Nary a cosmonaut trots out of their bungalow to see what the fuss is all about. Which means there's only you, the prospective player of Alien Trilogy to help her beat the alien menace and save her skin. Lucky old you.

Still, it's not all bad. In fact, the game probably wouldn't be half so interesting if Ripley's mission was to go down the shop for some beans. See, where Rips is stranded just happens to be home to a whole family of powerful rifles. The friendly folk of this gun community are only to happy to leap into your hands and even the odds. Although you only kick off the game with a little baby pistol, keep an eye out for its brethren spread across each level.

Beyond that, there isn't much substance to Alien Trilogy. We don't mean this is a nasty rude way, like it's crap. We mean that the focus is most definitely on the action, and anyone not prepared to devote their time to some heavy-duty alien genocide would do well to look elsewhere. Every level of the game is crawling (and slithering and scuttling) with literally NUMBERS of evil ETs. Joining their nefarious ranks are squadrons of scary human being soldiers out to get you. Strangely enough these blokes never get eaten by the aliens. Maybe they've made friends or something. Anyway, your job is to dispose of them all with maximum violence. There are other objectives to achieve every now and then, like tripping light switches or collecting ID cards from dead colonists, but for the most part the big idea of Alien Trilogy is to wade in with all guns blazing.

However, there's an atmosphere to Alien Trilogy not found in comparative titles such as Doom. Instead of constantly reminding you what threat you're facing, AT makes an effort to conceal the predators stalking your hide, hiding them behind doors or within shadows. You're given a motion tracker to warn you of impending death, but you're better off keeping you ears open than trusting your machinery. Pretty soon you learn to recognise the different sounds made by the various enemies and know when you're about to be attacked.

It's this reliance on your own senses that makes Alien Trilogy compelling. At its heart the game is a simple case of exploring vaguely maze-like (and not that massive) levels until you've found and destroyed everything you need to. Whilst this makes for minimum faffing about whilst playing, it's also Alien Trilogy's most obvious flaw. After playing away for a couple of hours in one sitting there is a tendency to lose interest in what's going on, no matter how much progress you're making through the game. This is a fairly common occurrence in many games, and it's no worse for Alien Trilogy than it is for, say, Loaded, but it's worth mentioning.

However, for the most part Alien Trilogy is ace. The graphics are praiseworthy, with the play environment evoking a sense of mystery ad urgency in the game. The sprites look great too, although there's occasionally a bit of dodgy animation when the fully-grown aliens turn to one side, but in general the movement of such huge sprites deserves our unconditional applause. The sound is cracking too, mostly sampled from the real movies, the alien noises and eerie minimalist music are important ingredient in Alien Trilogy's goodness. The playability is pretty faultless, it's fast moving, the controls are simple and responsiveness and there's absolutely loads of killing. If you're dying for Doom, Alien Trilogy might not fit the bill in the same way as Exhumed. If you're an Alien fan though, or just out for an impressive super-death shoot 'em up, it's got what it takes.

RAD



Ooh, it's horrible when this happens. You see a Facehugger leap at you, it seems to pass overhead, you think you've shot it – and then it creeps up the screen, slowly obscuring your vision.





Shooting any of the enemies leaves you with these pleasing corpses. They stick around on the floor until you've completed the level, so you can tell where you've been by the dead things.

Alien Trilogy



TURN, BURN AND GURN

These first-person shooting games look really easy to play, but there's more to them than running forwards shooting. For starters, if you don't learn to use cover and put barriers between yourself and aliens you're totally dead. Learning to get some distance and fire whilst running away are essential skills. The latter is achieved by use of the strafe button. Holding the L key down locks Ripley on her current aiming angle. Now, instead of the D-pad turning you around to move you, Ripley runs in the direction you press whilst facing in the locked direction. This is unbelievably useful, although it's easy to get bump into bits of scenery you can't see appearing as you leg it.



Stairs are no problem for experienced aliens. Or floors. They'll walk over anything in their efforts to eat you alive. Run away!





Most aliens try to sneak past and attack you from behind. Don't let them. Or else.

There's a pleasant recoil action on all the guns which adds to the drama.



It's essential to keep replenishing your ammo supplies if you don't want to die.

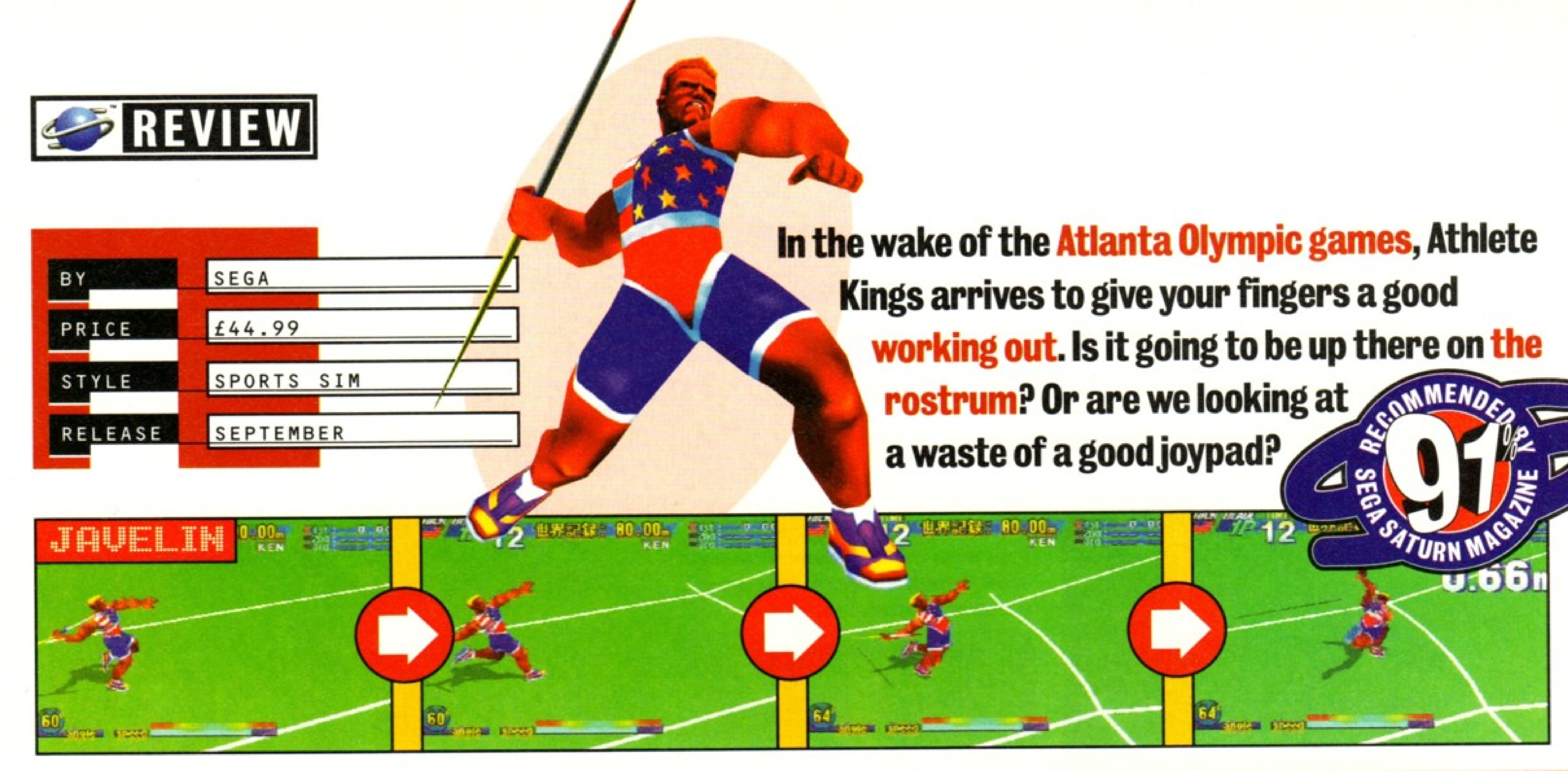


An atmospheric and downright scary shoot 'em up that makes up for what it lacks in variety with what it gains in thrills.

graphics	90
sound	95
playability	89
lastability	87
overall	89%

BY	SEGA
PRICE	£44.99
STYLE	SPORTS SIM
RELEASE	SEPTEMBER

In the wake of the Atlanta Olympic games, Athlete Kings arrives to give your fingers a good working out. Is it going to be up there on the rostrum? Or are we looking at a waste of a good joypad?



Athletes are a pretty dedicated bunch. Most of them are up at the crack of dawn, guzzling back pureed tomato-egg-bran juice. Then they're out of the house for a brisk morning jog, waving to the milkman as they set about a quick four mile sprint. Not satisfied with this, they spend the rest of the day doing things like push-ups, squat-thrusts, weights, swimming, circuit training, and just about anything else that makes your body feel like a piece of hyperventilated jelly.

So why bother eh? Instead simply exercise those fingers with the help of Sega's Athlete Kings, a game that joins the 'track 'n' field' revival currently in effect. The game is actually a straight conversion of the arcade game, undertaken by AM3 themselves with the help of the STV board. Rather than going for the Olympic style as US Gold have, it concentrates instead on the decathlete, the most sadistic athletic specialisation involving ten events –100 metres, long jump, 400 metres, high jump, shot put, 110 metre hurdles, discus, javelin, pole vault and 1500 metres. If you want to win the competition you'll do them one after the other, points for each event being added up at the end to reveal the finest allround athlete. Alternatively, players can select a single event and brush up on their skills. There are ten athletes to choose from in the game – seven men and three women – and their talents might focus on throwing, running, jumping, or all of them if they're an allrounder.



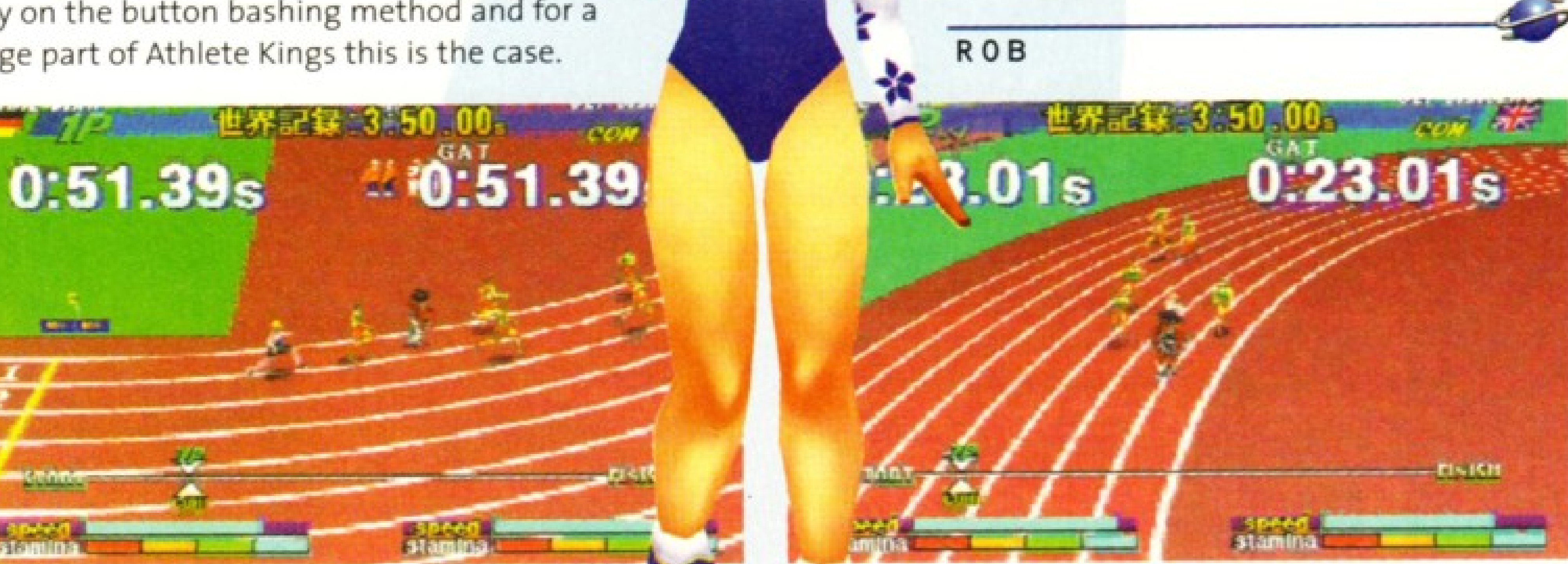


Traditionally, track 'n' field style games rely on the button bashing method and for a large part of Athlete Kings this is the case. However, Athlete Kings also uses quite a lot of alternative joypad methods, especially in events like the high jump, the pole vault and discus. Likewise, for something like the 1500 metres, you're not expected simply to try and bash hell out of the buttons for half an hour, the programmers choosing to incorporate a stamina system instead where judgment as much as pace is required. At first, these control styles might seem a bit awkward (pole vault in particular). However, after playing for a while you come to realise they're actually quite ingenious, providing the player with a chance to genuinely improve and enhance their technique. It also means that those who wrap plasters round their fingers and rub the joypad violently aren't necessarily going to come out on top.

Visually, Athlete Kings is more or less identical to the arcade game, The animation is amazing, moving at an impressive 60 frames per second which is the same as Virtua Fighter 2, and the graphics (apart from some bizarre hairstyles) are for the most part faultless.

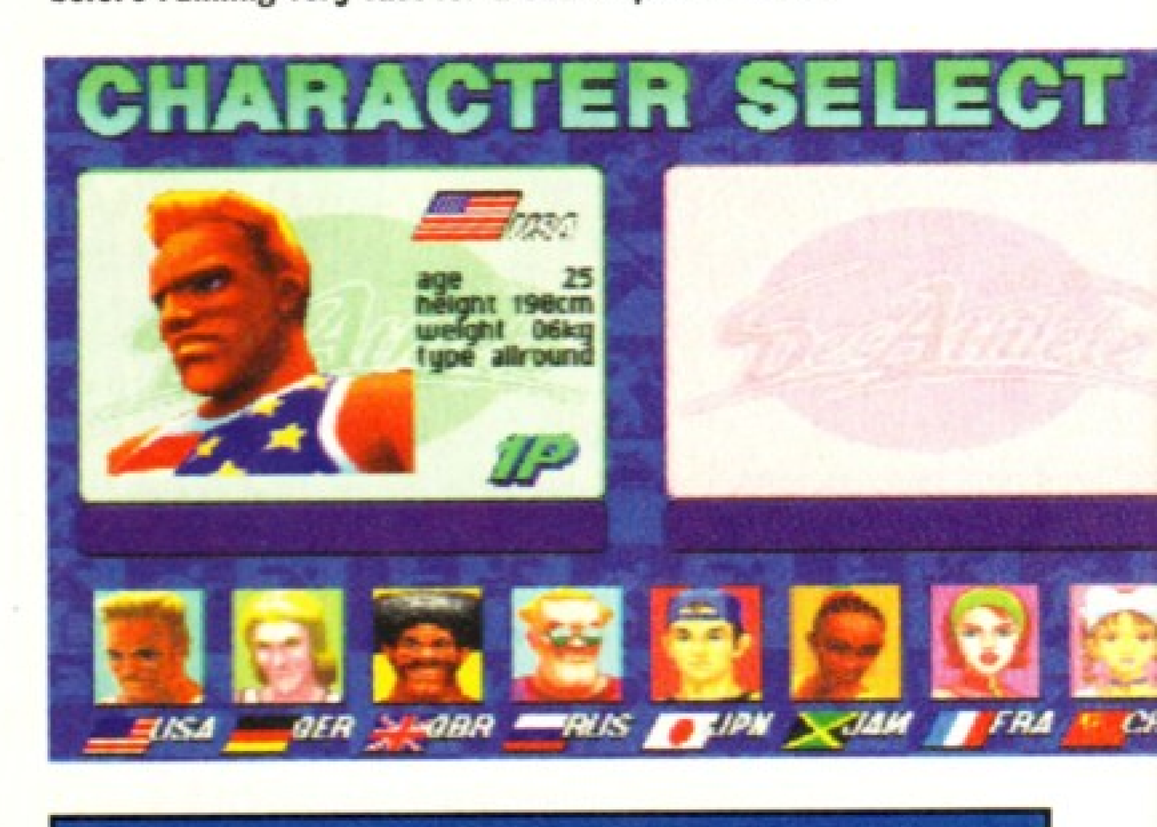
The only criticism that can be justly levelled against Athlete Kings is that it's only a two-player game. Why it couldn't have involved at least four players is a real disappointment, especially considering US Gold's Olympic Games lets eight players compete at once. Nevertheless, Athlete Kings is one of the best sports sims you're likely to see on the Saturn this year and, if you're getting fed up with those seemingly endless football sims, this makes for a refreshing alternative.

ROB





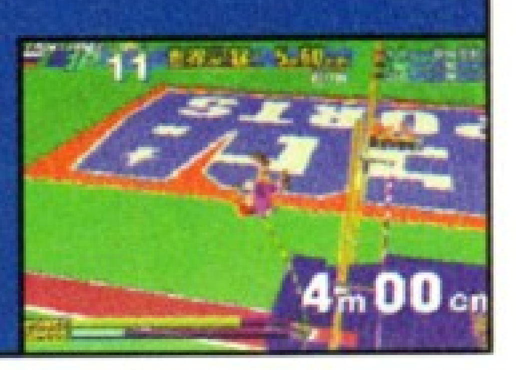
The athletes limber up and offer their greetings to the crowd before running very fast for a short space of time.



YOU WATCH. YOU REPEAT. YOU UNDERSTAND

Before the start of any event there's the chance to see exactly what the technique involves with the help of a demo. This tells you what buttons to press where and how long to press them for. This is essential when you're unfamiliar with the events, although once you feel comfortable with what you're doing you can skip past these bits and concentrate on refining your speed, judgment and timing.





Athlete Kings







Ellen who specialises in sprinting celebrates victory in the 400 metres over bulky Aleksei. He's actually more cut out for the throwing events.





RANKING
100-METER DASH

1	HAY	10.80s	FRA
2	RIC	10.90s	USA
3	JOE	11.00s	JPN
4	ELE	11.10s	FRA
5	KAR	11.20s	GER

That's the good thing about athletics sims – even when you can easily beat the rest of the field, there's still the world records to try and better time and again.





Ellen comes down the finishing straight well in front...

...she's going to win! That's gold for the French.

Only 1m 70cm!! I could jump that when I was only 17 years old. For the best high jumps it's essential you get the perfect angle.

A brilliant conversion of the coin-op and a game that will provide you with hours of running, jumping and throwing without ever losing your breath. Just go easy on the joypad ok!

graphics	92
sound	88
playability	92
lastability	90

overall
91%





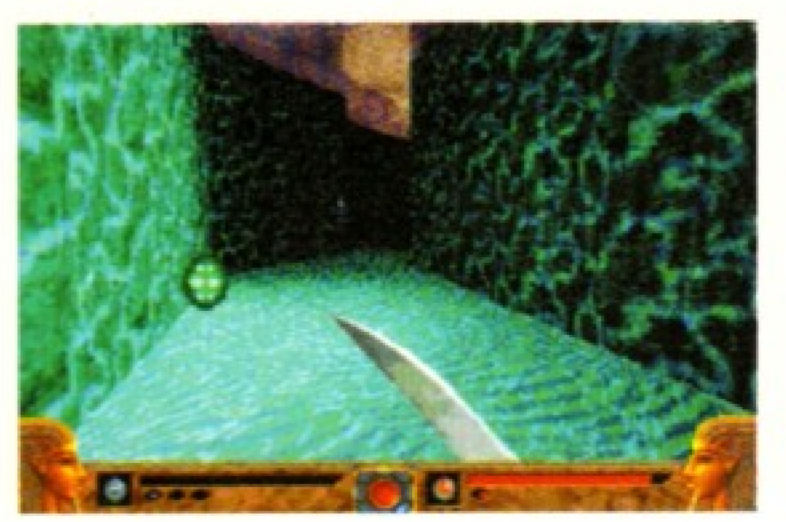
BY	SEGA
PRICE	£49.99
STYLE	SHOT 'EM UP
RELEASE	SEPTEMBER

If there's been one game style that's yet to make an impact on the Saturn, it's the first-person perspective shoot 'em up a la Doom. Well stop your whinging, because with the arrival of Exhumed, the wait is at last over!

For months and months we've had letters from frustrated Doom fans asking when they can expect to see it on the Saturn. What no one thought to ask was 'why does it have to be Doom at all?'. After all, it's more the thrill of a first-person perspective shoot 'em up that's the attraction. Only after a game going under the name of 'Power Slave' was shown off at the E3 show did people wake up from their lamentable Doom musing.







Power Slave was the creation of a small and relatively fresh software house called Lobotomy and it only took a few playable levels to make people realise that you didn't really need Doom at all with a game like this knocking about. So Sega snapped up the publishing rights in Britain, gave it the new title, Exhumed, and settled back to gloat over a surprise discovery. And they have every right to gloat too, because not only is Exhumed a really pacey shoot 'em up – more or less twice as fast as Doom, it also features the kind of brilliant light sourcing effects that many a cynic thought impossible on the Saturn.

Rather than the demonic no-mans-land of Doom, Exhumed has a mythical Egyptian setting. The basic plot is simple enough – the ancient tomb of Ramsses has been desecrated by a supernatural breed who intend to use the powers therein to destroy humanity. Your job as the heroic soldier type is to discover how to get the exhumed body of Ramsses back to his resting place and restore order and general happiness among all.

The player starts off with only a sword, although it isn't long before you manage to pick up a pistol. The other six weapons however are more than a little tough to find. There's all the classic weapons of the genre from the M60 machine gun to the flame thrower, and there's also some weapons designed to fit in with the Egyptian theme a bit more, like the Cobra Staff and Manacle. Naturally Exhumed features loads in the way of shoot 'em up action with enemies popping up from behind every door, leaping out of vases or lurking down grim corridors, which only the light of gun blast will reveal. All of this keeps you right on your toes, and fortunately there are plenty of health and weapons pick ups to keep you alive.

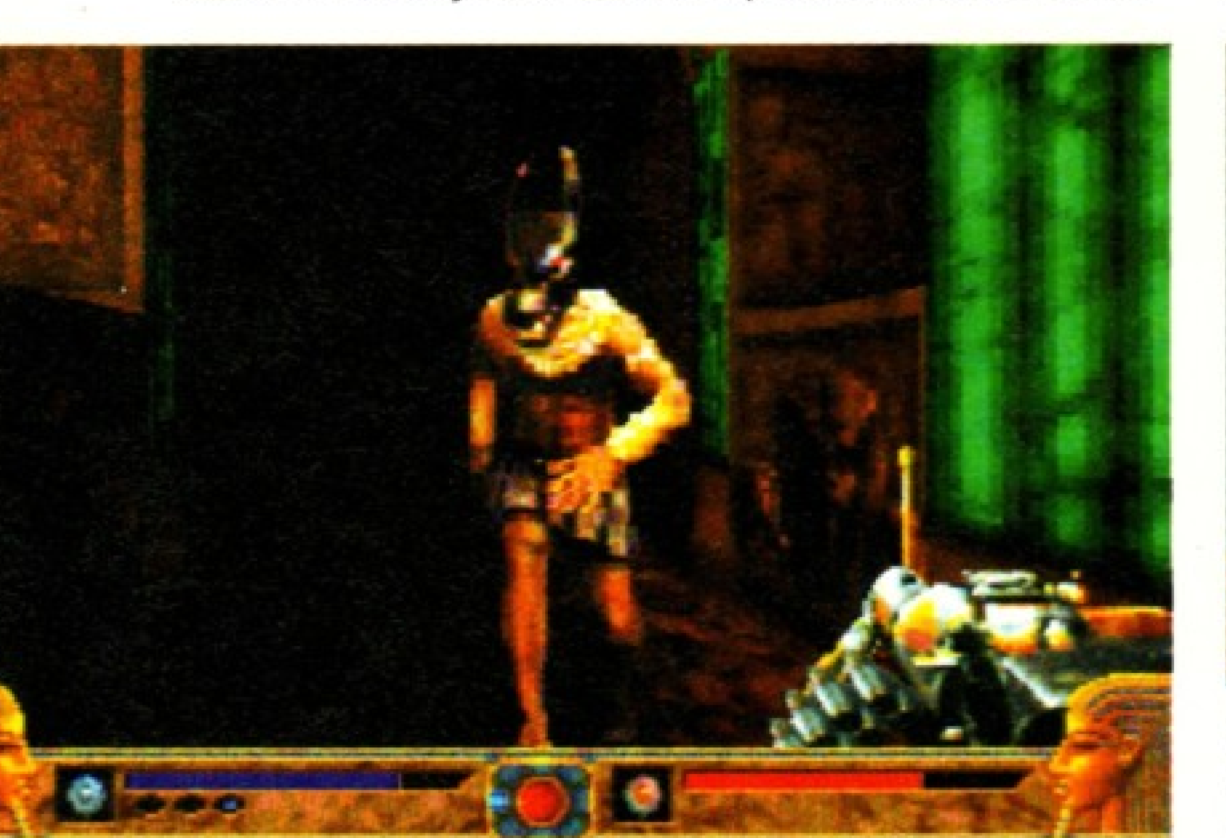
What makes Exhumed really challenging though is that while the action is pretty constant, it still contains plenty of cryptic diversions. Early on for example you need to collect four Egyptian symbols in order to access new areas and after this there are some smart pick-ups like magic sandals which enable you to jump higher, something else that opens up new territory to explore. And there's plenty of that, what with 27 huge levels, and the need to constantly move back and forth to access areas previously unobtainable. Even Ramsses' spirit pops up now and then to offer you a little bit of advice on where to go and what to look for.

To top things off, Exhumed looks really impressive too. All of the backdrops have an authentic Egyptian feel, rendering in detail the ancient architecture and decorations, and this coupled with the perfectly sampled sound effects and fine animation go to make this a stunning shoot 'em up experience. Forget Doom – if there's a game to be emulated it's Exhumed.

ROB



Bullet the blue sky! But try not to hit any of those little fluffy clouds because they haven't done you any harm!





Enemies come in all shapes and sizes in Exhumed, but none is more fearful than the dreaded spirit of the floating spag-bol.



Take out the Anubis guards with the help of your impressive M60 machine gun.



Exhumed

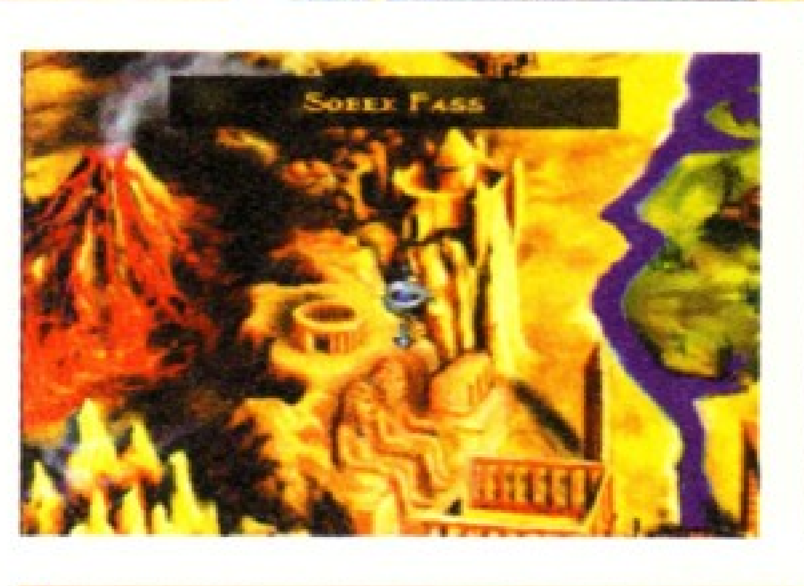
RECOMMENDED BY SEGA SATURN MAGAZINE 92%

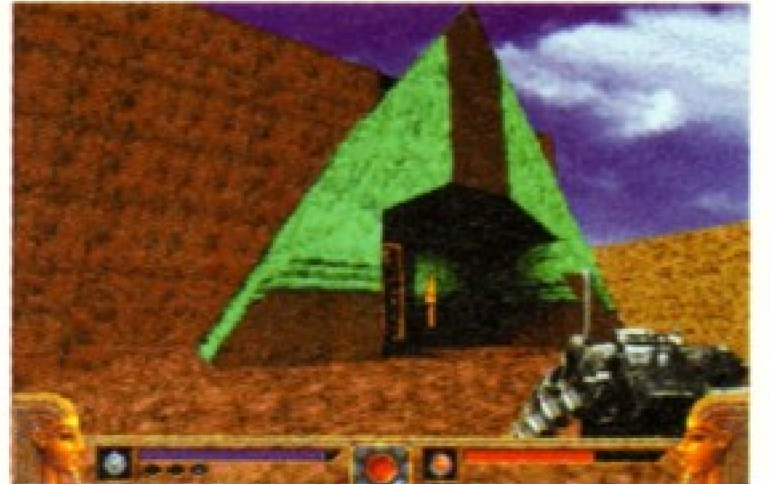






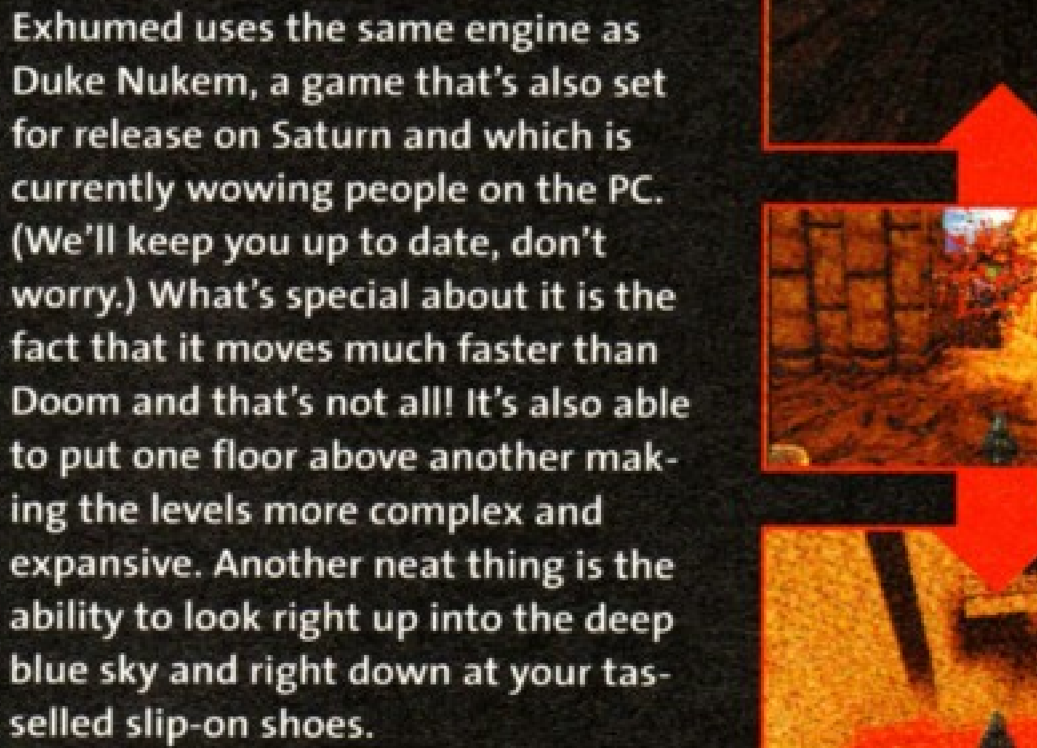
Rest assured there's plenty of fancy gore in Exhumed, lots of splats and blood and stuff.





Prepare yourself for lots of scary, dank tunnels and dark passageways. Brrrrr.



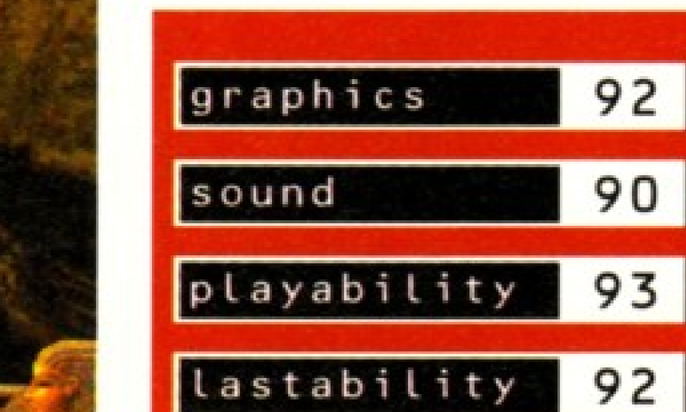




THE DUKE

Exhumed uses the same engine as Duke Nukem, a game that's also set for release on Saturn and which is currently wowing people on the PC. (We'll keep you up to date, don't worry.) What's special about it is the fact that it moves much faster than Doom and that's not all! It's also able to put one floor above another making the levels more complex and expansive. Another neat thing is the ability to look right up into the deep blue sky and right down at your tasselled slip-on shoes.





This is the game to set the standard for the first-person shoot 'em up genre. If you thought that Doom was the game for you, Exhumed will make you think again.

graphics	92
sound	90
playability	93
lastability	92
overall	92%

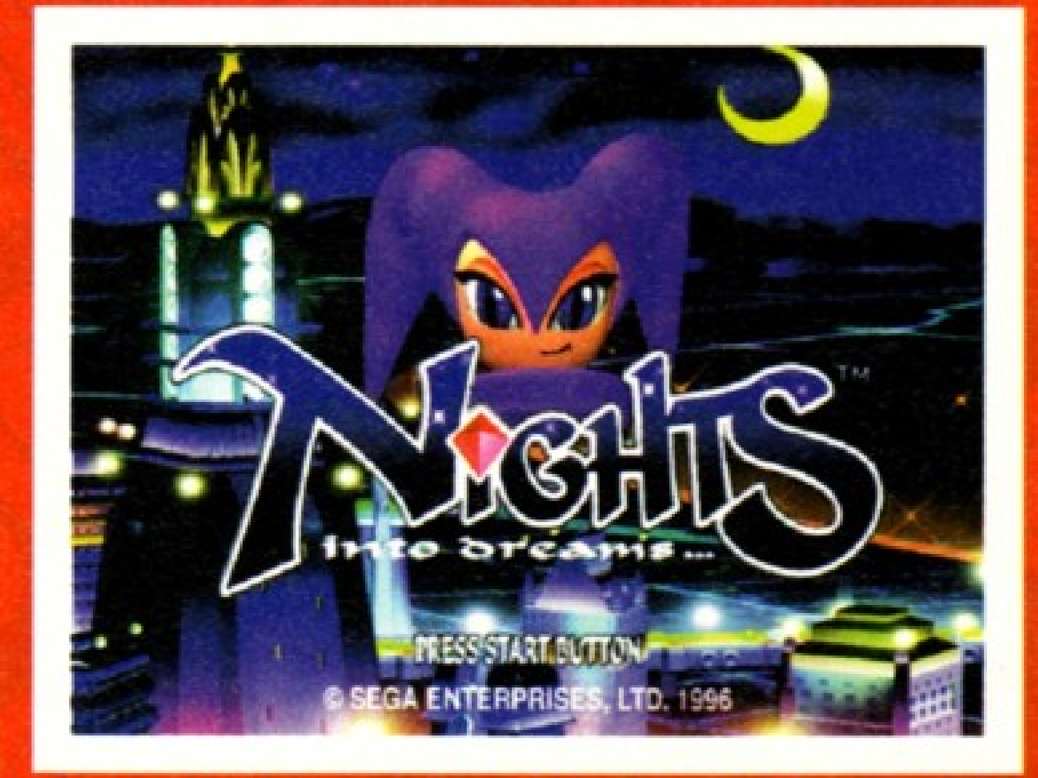
next Month



You've been waiting for it since issue 3, we've had tons of calls about it, and new readers have been frantically trying to get their hands on the now sold-out copies of our most famous freebie. What is it? Why, it's an EXCLUSIVE DEMO DISC of course!

And what can you expect to see on it? Well, there's:

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BAKU BAKU ANIMAL!



PANZER DRAGOON ZWEI!



ATHLETE KINGS!

Dear Mr News,
Please reserve me the DISK EDITION of Sega Saturn Magazine (October Issue). If you cannot get it, I may be liable to cry and throw a tantrum in your shop. You have been warned.
Thankyou very much.

NAME ____________________

ADDRESS ____________________

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PLUS! ROLLING DEMOS OF:

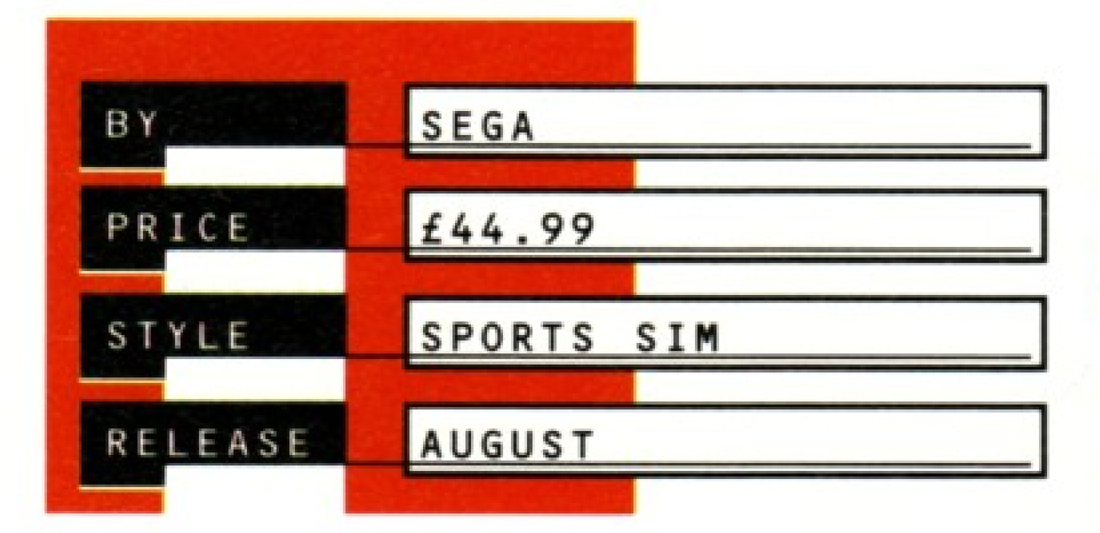
VIRTUA FIGHTER KIDS, EXHUMED, THREE DIRTY DWARVES, STORY OF THOR 2



To be sure of receiving your copy of SEGA SATURN MAGAZINE October issue, with the cover disk, fill in the form below and take it in to your local game Store (eg: HMV, Electronics Boutique, Virgin and Game) or WH Smith. Local newsagents may not carry the disk edition of the magazine, so be sure to check with your shop to avoid disappointment.

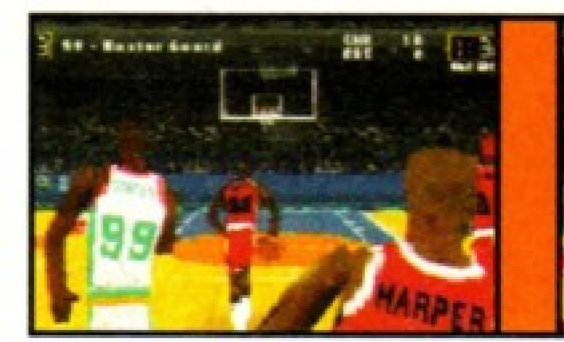

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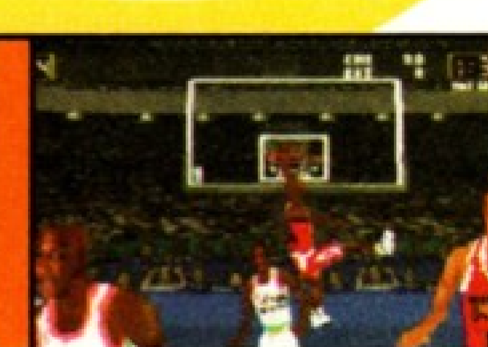


With Slam 'N' Jam and the quirky Space Jam also set for release in the next few months, NBA Action finds itself sweating it out on court for title of supreme basketball sim. It looks like winning the tip off.







I used to play basketball with a guy who's only the second Englishman in history to make it to the NBA. Well, I say play with him, it was more a matter of passing the ball to him on the few occasions I actually got on the court and then letting him do his stuff. He was tall you see, very very tall in fact, and that harbours surprising advantages where the game of basketball is concerned. As does a talent for fervent dribbling.

Basketball's rise in popularity over the past decade or so is something mirrored in the console industry. Perhaps the classic basketball title was NBA Jam by Acclaim, which appeared on 16 bit machines years ago. The genre's been popular ever since, and 32 bit technology has seen a shift away from the carnival atmosphere of NBA Jam to more realistic 3D polygonised games. NBA Action falls into the later. Rather than going for two-on-two it features a full five-on-five match up. In fact, NBA Action goes for the full monty by including all the NBA teams, each and every player – even trying to render their facial features accurately when you see them close up – and by faithfully reproducing the standards of each team and the talents of individual players. Such attention to detail has payed off as well, and even manages to get you staring religiously at the vast range of stats devoted to each team and player in an effort to fully utilise your strengths. Similarly, the NBA playoffs are in there with the promise of games almost as thrilling as what's been seen in the real thing this season between the Chicago Bulls and Seattle Sonics.





As far as the gameplay goes, NBA Action takes quite a sophisticated approach. That's not to say it's complicated to control, rather that if you want to start really turning on the style you've got to learn how to do things like 'roll' an opponent and work a few tricks to find the space for a shot. Thankfully the game logic is excellent which means, for example, when you make a pass it'll find the player in the most space or most dangerous position. Likewise, it means a good team can put together some flashy moves, one player throwing the ball up for another to collect and dunk for example. All this makes for some really entertaining basketball, even if you're just watching.

Graphically NBA Action is very ambitious. It's use of 3D polygons and real-time animation are largely successful, although one has to admit that the characters themselves look a bit blocky, especially the square heads with eerie faces plastered onto the front of them. Nevertheless, the visual aspects of the game work to compliment the more serious minded approach to the sport.

This leads to one criticism I would make of NBA Action – more a matter of taste really – and it's that the sober take on the game means it lacks some of the razzamataz you'll find in something like NBA Jam TE. While the dunks look smart they also look realistic, something which makes those triple-pike turns and monster leaps of NBA Jam TE a bit out of the question.

With three basketball games due for release in the next few months you'll be wanting to choose wisely. You can't really lose with NBA Action, offering as it does the most realistic interpretation of the sport and providing a more weighty alternative to the extravagant NBA Jam TE.



ROB











Each player has a face when seen up close which resembles their features as they are known. Well, kind of anyway, apart from the fact that they all have a kind of Kryton-like squareness to them.









He's going up for a reverse slam dunk! Radical!

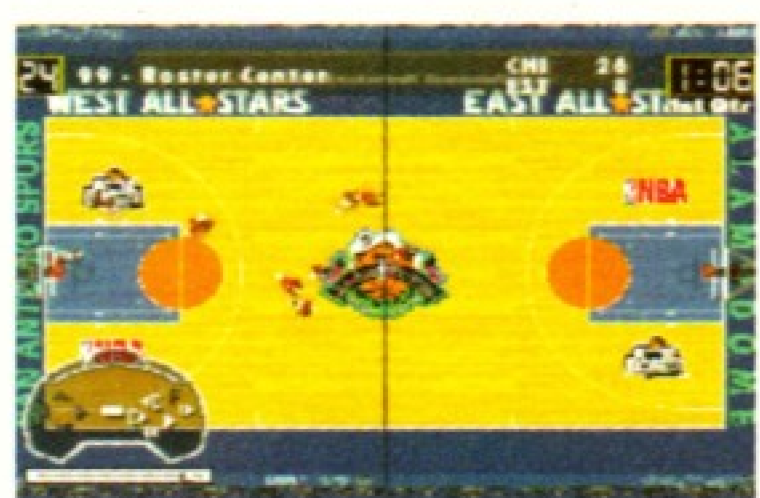




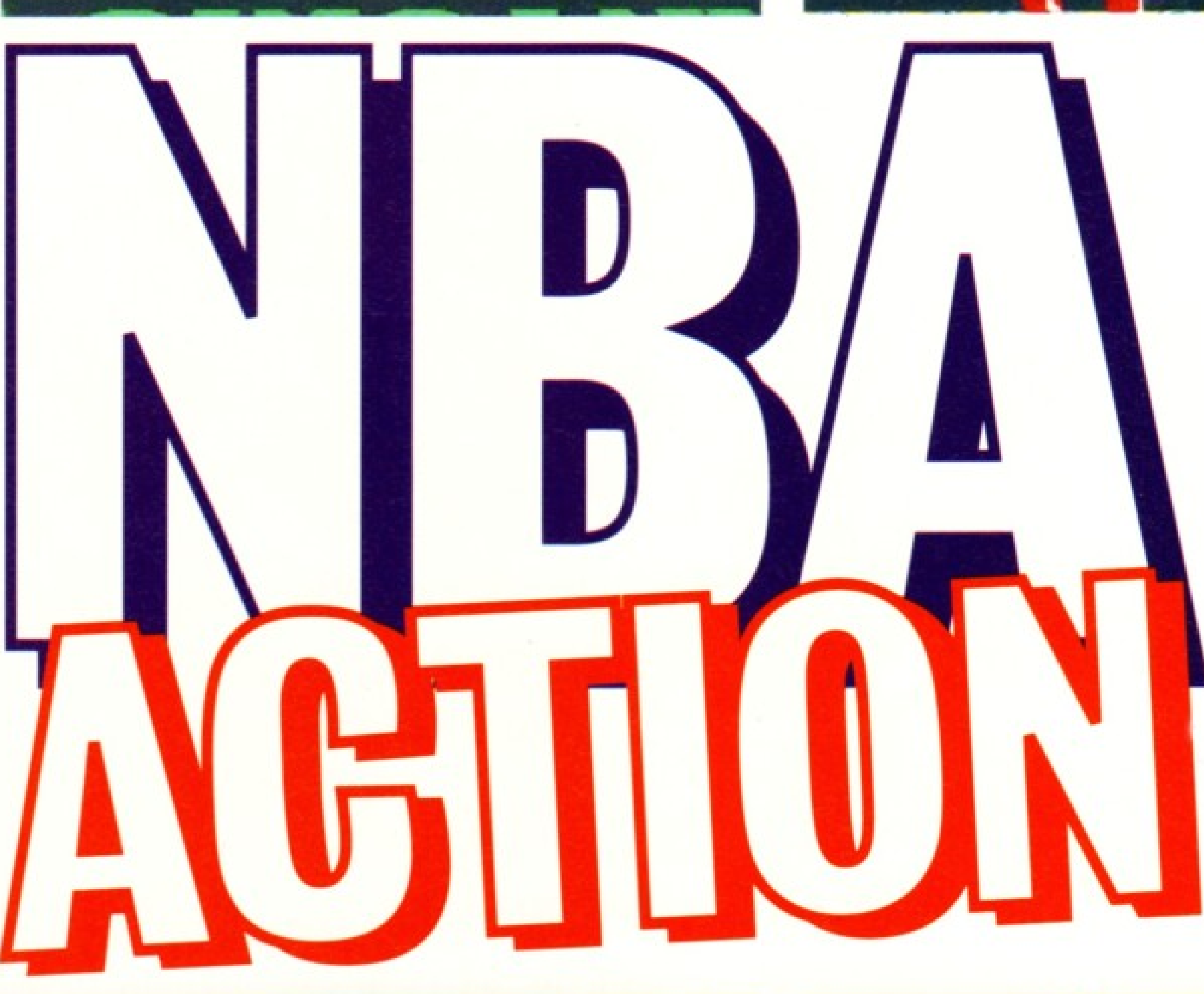
It's the tip-off! Once you get familiar with the players, there are some neat moves you can do like dummies and stuff.







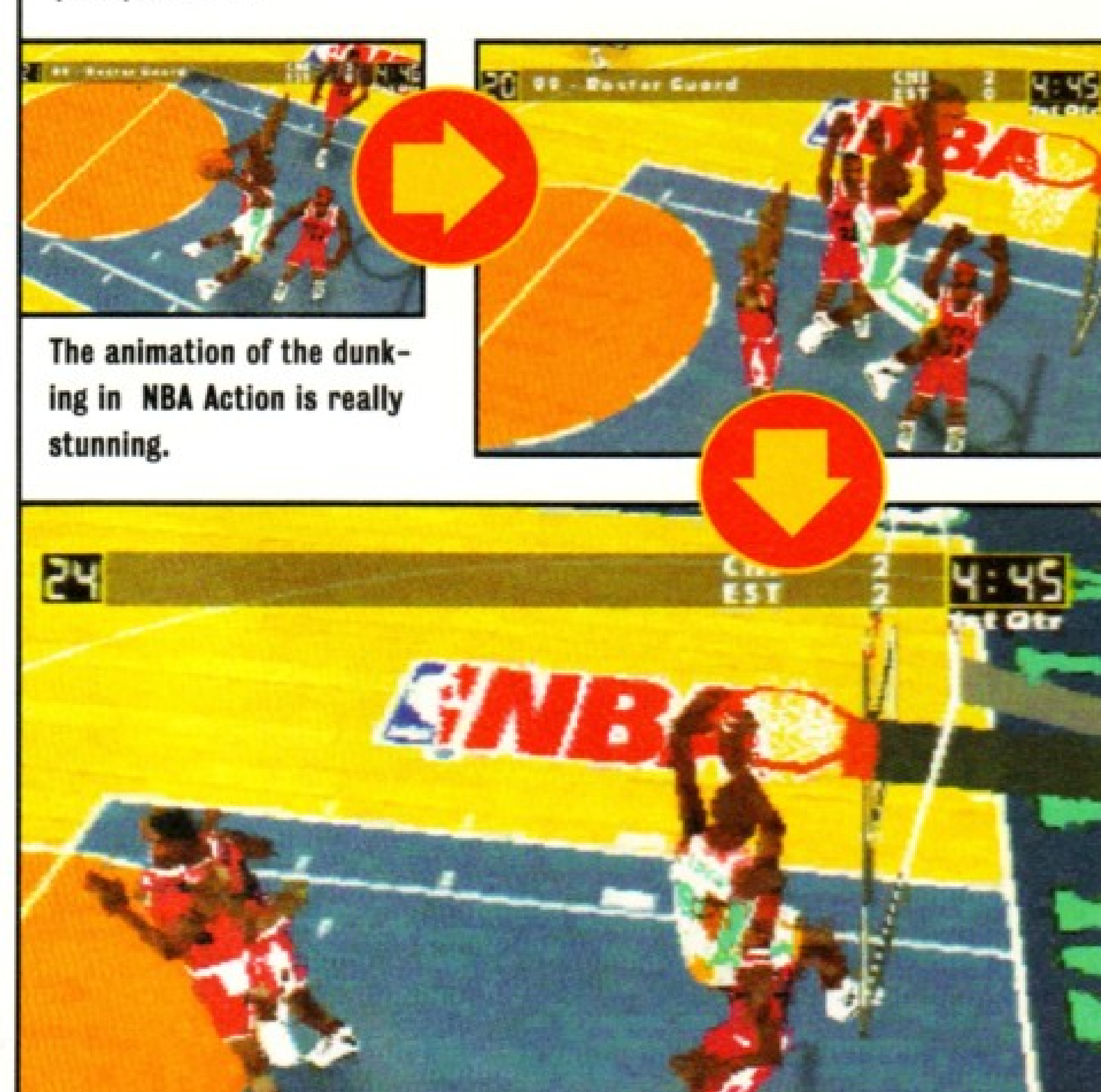




NBA ACTION

BALLY SPLENDID DUNK!

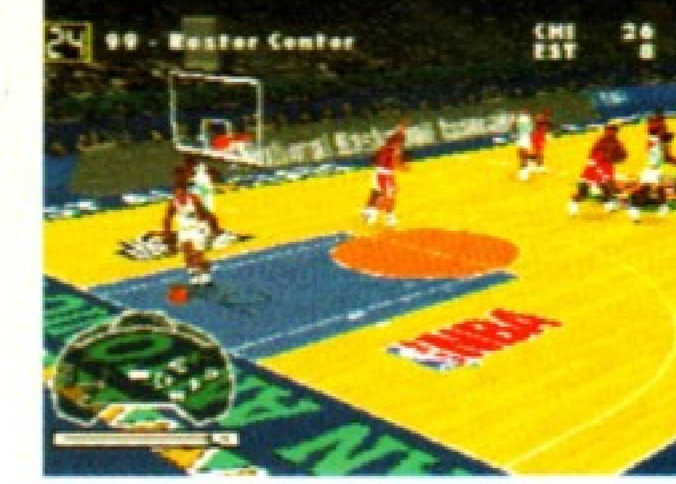
If a player pulls off an especially snazzy dunk shot, there's an automatic replay so you can enjoy the achievement once again. In the replay however, the action is shown from a perspective which brings you right into the action so you can enjoy it all in glorious close-ups. You can of course employ the replay option yourself whenever you like, choosing from a variety of viewing perspectives.



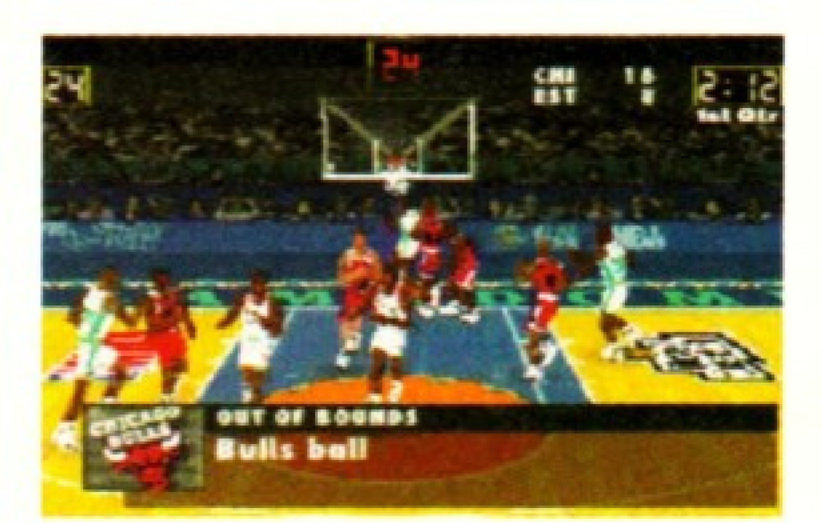
The animation of the dunking in NBA Action is really stunning.

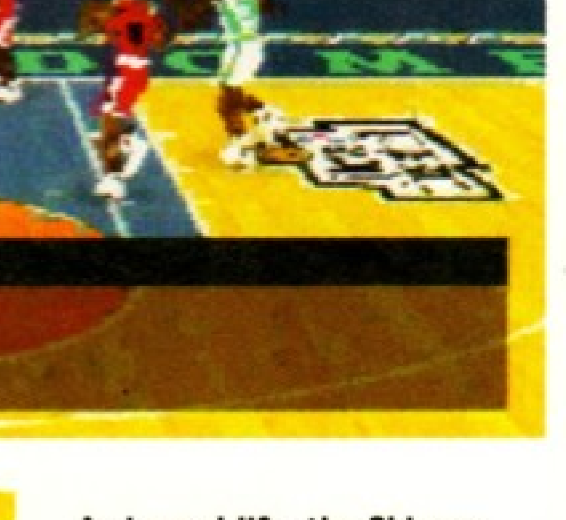












As in real life, the Chicago Bulls are just about the best NBA team in any league.

This is perhaps the best basketball sim yet to appear on the Saturn, its fast-paced action and slick graphics rivalled only by the more light-hearted NBA Jam TE.

graphics	88
sound	87
playability	89
lastability	87

overall **88%**









BY	EA
PRICE	£44.99
STYLE	MASS SLAUGHTER
RELEASE	SEPTEMBER

You not like me when I'm angry! Grr! Space Hulk smash puny Earthling humans! In you little tin cans! Far above the world! Raargh! Oh, I've inadvertently ripped my space suit to shreds during transformation! Schllooooo! Gasp!

Has anyone else noticed how Saturn software seems to come in genre-bound waves? Recently we've seen a glut of footie games, following on from the stream of driving titles which had taken over from the trend for fighting games. Now it seems programmers are going hell for leather to cram the Saturn software library with Doom-type first-person shoot 'em ups. Exhumed is on the way in a few weeks, whilst this month sees the release of Alien Trilogy, Exhumed and Space Hulk.

If you're not a regular reader you won't have read our showcase on Space Hulk printed in issue 9. Which is your loss, because I thought it was pretty good. Anyway, the upshot of your unattentiveness is that I'll now have to waste precious time recapping on what the game is about. It's about shooting aliens and evil human troops on giant floating abandoned space ships in the future. In space. Where no-one can hear you scream. But this isn't the kind of one-man-against-the-universe tale we're perhaps used to by now. You, as the player, are a Marine Commander, which means you command a troupe of Imperial Space Marines, all in their pretty armour. Obviously, you're expected to lead by example and start smiting the aliens yourself, otherwise you'd complete the game really easily, just by saying "Right lads, get in there and kill everything, don't get killed yourself... er, I'll just wait here behind this crate. Hiding.". However, the back-up of your armoured contingent does mean you can cover your back, block off potential alien attack routes and generally keep combat contained within a manageable area as you work your way around each Hulk.

Of course, this isn't as easy as it sounds. You've got to think on your feet whilst chasing and exterminating those threats to your person. Strategically, positioning your forces is made tougher by your map screen only displaying areas of the ship you've seen. Plus Nathaniel, Octavius and co (dig those groovy futuro-classic handles) are of limited intelligence and need to be told how to do everything.

This is where Space Hulk differs wildly from other games in the genre. It might share some surface characteristics with Alien Trilogy, like the gloomy dimly-lit environments, but the actual gameplay is based far more on thinking before firing. The level layouts are far more complex than you'd usually expect, and the reasoning behind this seems to be so there are more nooks and crannies to snipe from or take cover in. The secret to Space Hulk success is clever movement.

Not that Space Hulk is low on body count, oh deary me no. There's action aplenty, but just wading in with all blasters blazing lands you on a hiding to nothing. If you're low on patience you may find this a little trying at first, but once you've got the hang of controlling everything at once you'll be surprised you ever thought of Space Hulk as slow-moving.

Luckily it's a tricky game to give up on. The graphical design of the title is excellent. The Hulk in question isn't just a random collection of dowdy corridors and storage rooms., there are abandoned libraries and dining areas which add a spooky quality to the atmosphere. The graphics themselves are excellent, featuring HUGE solid sprites and detailed backdrops. Occasionally there's a bit of clipping, and some slight pixellation when some of them sprites are very close up, but generally it's nothing to be ashamed of.

Not for nothing was Space Hulk widely regarded as being the best game on the 3DO. It was because there were only ever about three games for the 3DO anyway. But even if there had been more, right, it probably would still have been held in high esteem, because Space Hulk is a cracking and – shock – innovative title which deserves the wider attention of a console with some owners. Please give this game a good home. It's ace.

RAD



Rich takes to his new throne at the helm of SSM. Ample grovelling space is provded at his feet. All kneel before Zod!



Space Hulk

RECOMMENDED BY SEGA SATURN MAGAZINE 90%

Thwack an alien upside the head and this is the result. Sometimes their bonces explode!

Flamer ammunition exhausted

I'm hardly surprised. That poor flamer ammunition has been on its feet all day.

QUEEN OF THE MAPPING SCENE

Maps are useful things, especially if you're a cartographer, because then maps pay your electricity bill and buy all your gin. They're fairly useful for Space Hulkamaniacs too, but not quite so practical. As you wander around the abandoned wreckage that is the alien breeding ground your map fills itself in, allowing you to work out where the best places for all your troops are. A hint is that the best place is not on their own in the middle of a big room surrounded by enemy forces.

Hi there! Rich here! I'm taking over this operation, so you SSM guys had better bow.

Slightly complex to pick up at first, Space Hulk rewards perseverance by being a top-notch strategic body-count jamboree.

graphics	91
sound	90
playability	90
lastability	92
overall	90%



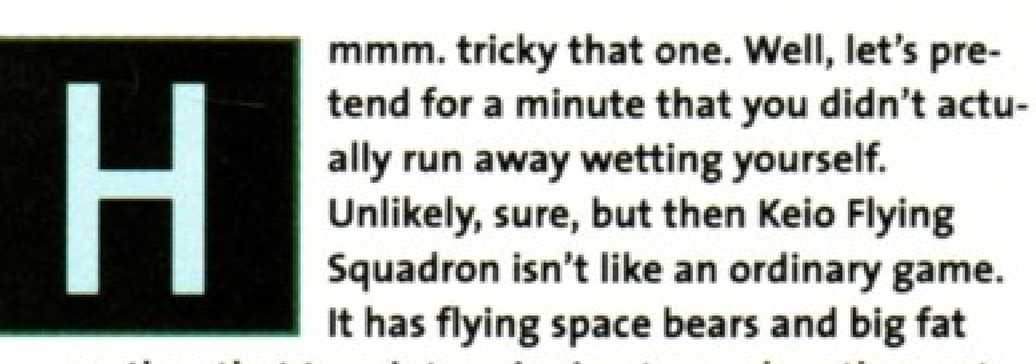
BY	JVC
PRICE	£39.99
STYLE	PLATFORM
RELEASE	OUT NOW

If a girl dressed up in a bunny costume and not a lot else came up to you and started poking you in the back with an umbrella, what would you do? Would you know that she was from a distant land and needed to save her people from an evil troll? Or would you just cry and run away?



MERCHANDISING

Although the character Rani was created specially for Keio Flying Squadron, JVC have been thinking about running a merchandising line featuring her face. T-shirts and sweatshirts are likely to be order of the day, and the company are even thinking about drafting in a trendy clothes design company to help them out.



Hmmm. tricky that one. Well, let's pretend for a minute that you didn't actually run away wetting yourself. Unlikely, sure, but then Keio Flying Squadron isn't like an ordinary game. It has flying space bears and big fat wrestlers that turn into spinning tops when they get even slightly irritated. Rani (that's the girl) is supposed to sort out all these nasty people all by herself, and although she gets help from time to time from her pet dragon, there's only so much a spindly little girl can do on her own. Especially when she's been forced to wear ridiculous bunny ears and a little pink dress.

If you haven't already realised from this bizarre rambling, Keio Flying squadron is a platform game of the old complicated-plot type. It's based around the Japanese Edo period where there were fierce feuds almost every day of the week. They didn't really involve pandas dressed up in straw hats and aprons and there weren't any teddies that went to martial arts school either, but then this is only a game. Which probably explains why you get to fly your very own pet dragon on some of the levels.

if you've been into Sega consoles for a while, you may remember this title on the Mega-CD. The same threads of the 16-bit game have transferred to the Saturn title, with the action split between platform levels and flying sections, where Rani takes to the skies on her pet dragon. And rather than assigning each level a certain objective, there's bosses sprinkled all over the place, and the idea is to destroy them rather than find a key or something .

Basically, the overall aim is to rid the world of everything evil and get everything back to normal – a task which it seems only Rani is capable of. Equipped with absolutely nothing except for the little pom pom that's attached to the back of her swimming costume, Rani must battle her way through hordes of strange creatures, picking up things like mallets and umbrellas that will help her bash things in along the way. It's all very cutesy, and very reminiscent of old Megadrive platformers where you just run around picking things up while very little o any real substance actually happens. But where other games would get panned for this very reason, in Keio, it doesn't seem to matter so much. This is probably because the graphics are so weird that you spend most of the time racing around trying to find new and strange things to look at. In a way, it's like a Treasure game – the graphics are completely Japanese and some of the bosses are very bizarre – although it has to be said that the game doesn't play anything like a Treasure title. It may look the business visually (in parts), but gameplay-wise it's very average indeed. It's also fairly easy – even average gamers will probably crack it within a day (saying something when you consider that it only takes one hit to kill you). Even so, Keio still manages to be a very entertaining play. It's just unlikely that most people would want to pay fifty odd quid for the pleasure.

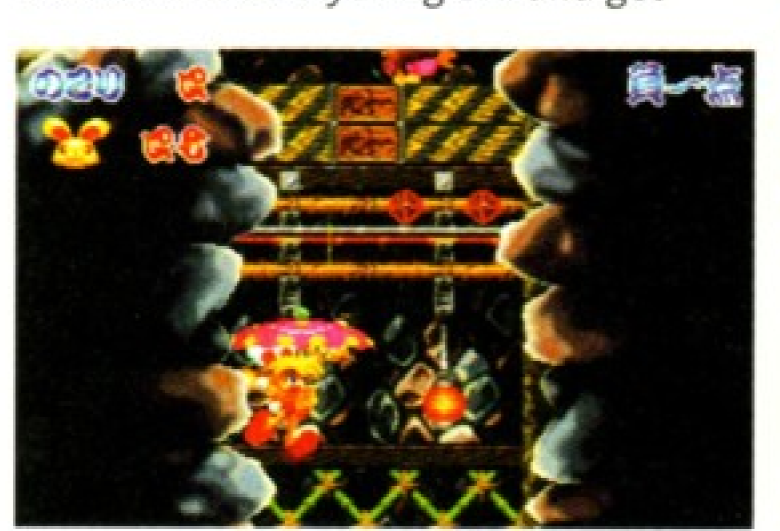
SAM

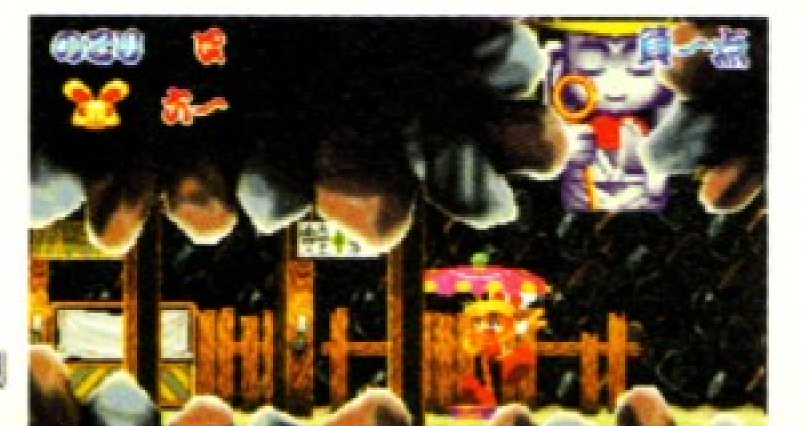


This is Rani's pet dragon. At this point, she has to make a leap into thin air and at the very last minute he saves her from certain death. They then fight enemies together.











Rani's pet dragon in action, with some strange Japanese text. We don't know what it means. Probably "ow".

Agh! It's the runaway train level! Avoid all the falling fire and all the obstacles, because you die after one hit.





BOSSES

Among the bosses you'll bump into are porcelain cats that come to life and jump on you and these sumo wrestlers who turn into raging maniacs once you slap them around with your umbrella a bit. Usually, it doesn't take too much effort to get rid of them, but it's definitely more fun just watching them, as the angrier they become, the more things they change into. Not something you'd see too often in Western style games, that's for sure.





These teddy bears float down from the skies, although here they're participating in some kind of weird tug of war. Hmm.



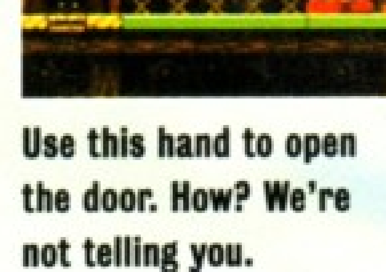






Hey hey! It's a mad wrestler out to kill Rani! Look at his eyes pop out of his head!





Use this hand to open the door. How? We're not telling you.

Keio Flying Squadron

SEEN IT BEFORE?

This was the original Keio Flying Squadron, which appeared on the Mega-CD. As you can see, the game elements are the same, but the Saturn version has much improved graphics and the characters for the two titles are completely different as well, although as far as we can tell, the story remains roughly the same.

By no means a classic, but it's still fun to play, although it's probably too cute for most peoples' taste.

graphics	80
sound	78
playability	81
lastability	70

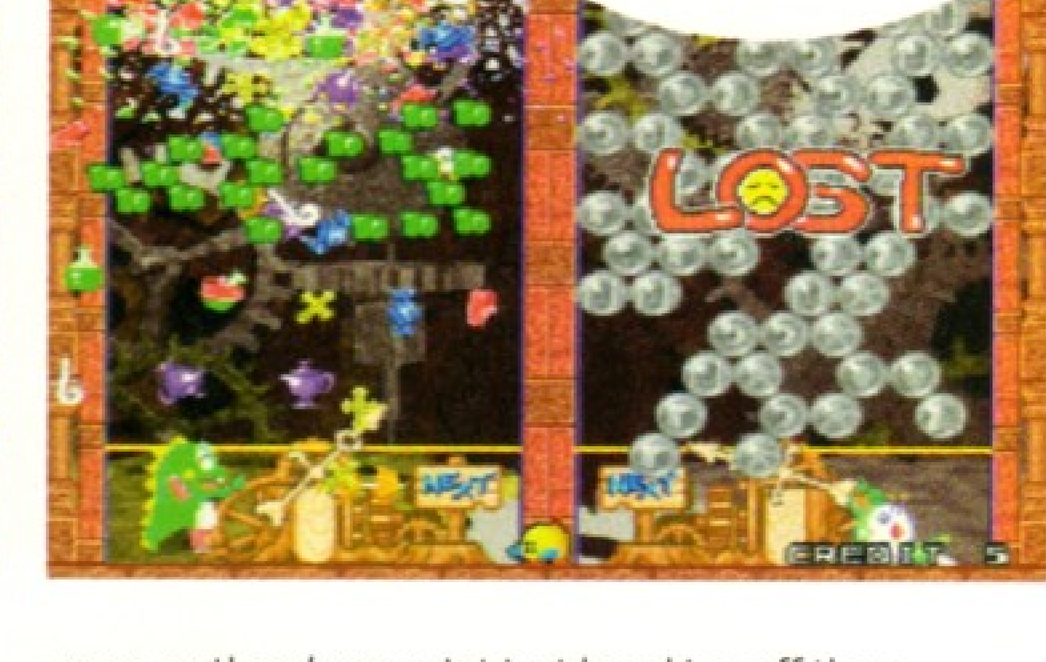
overall

78%



BY	ACCLAIM
PRICE	£TBA
STYLE	PUZZLE, WEIRDLY
RELEASE	SEPTEMBER

If you're despairing of the current death-heavy bias in games design, this could be just the tonic your shellshocked Saturn needs. Set the controls for the heart of the Bobble! It's Bust-A-Move 2!



Games developers seem to be split down the middle on the issue of What Games Should Be Like. In the red (all over) corner, we have the mostly American and European publishers responsible for the Gore Galore direction, titles like Loaded, Alien Trilogy and Quake. In the blue corner are the mainly Japanese houses who think games should be a family affair, and create numbers like NiGHTS, Sonic and Mean Bean Machine. Bust-A-Move 2 falls solidly like a fat dump in the latter category. In other words, it's a girly game.

Obviously this is nothing to be ashamed of, especially as it means there won't be a lurid sensationalist "Look At The Bust On That" ad campaign. But when you consider buying Bust-A-Move 2 for your Saturn – and consider you will – bear in mind that your mum will probably spend as much time playing it as you will. For whilst Bust-A-Move 2 maintains the sweet harmless exterior of a sherbert bonbon, inside beats the addictive heart of a malteser.

Now if you've looked at the shots you're probably thinking "well, it looks just like every other amazingly compulsive Japanese puzzle game to me", and you'd be sort of right. But that's just because Japanese software houses are really really good at creating the kinds of self-replicating brain teasers that destroy your sleep cycle. Bust-A-Move 2 may may work on the "disappearing blocks" format popularised by Tetris, Columns, Mean Bean and every other puzzle game of the last ten years, but it's very different in numerous respects. For starters, it depends a lot more on your hand-eye coordinative accuracy than other games of this ilk.

Instead of matching up falling shapes, the player is required to shoot coloured blocks (called Bobbles) up the screen from a rotating harpoon gun thing. Even if you think you know where you want your next Bobble, actually gunning it into the correct location is a different matter, especially when the screen starts to fill up. And fill up it does, thanks to the evil machinations of your computer- or human-controlled opponent on the opposite side of the screen. Following the dictates of tradition the more Bobbles you burst (by matching up three or more of the same colour, naturally) the more "bonus" Bobbles appear on the other side. This obviously works both ways, so there's no point just knocking off three Bobbles at a time – you've got to go for the long-string-combo burn before your foe fills your little Bobble park and crushes you like the despicable ant you are. It all sounds very simplistic, almost limited even, but once you've taken five minutes to get into it, Bust-A-Move 2 will monopolise your machine for some time to come. Personally if I had invented it I'd charge people to play per level, until the streets were eventually flooded with dazed B-A-M derelicts begging for more cash to have "just one more go".

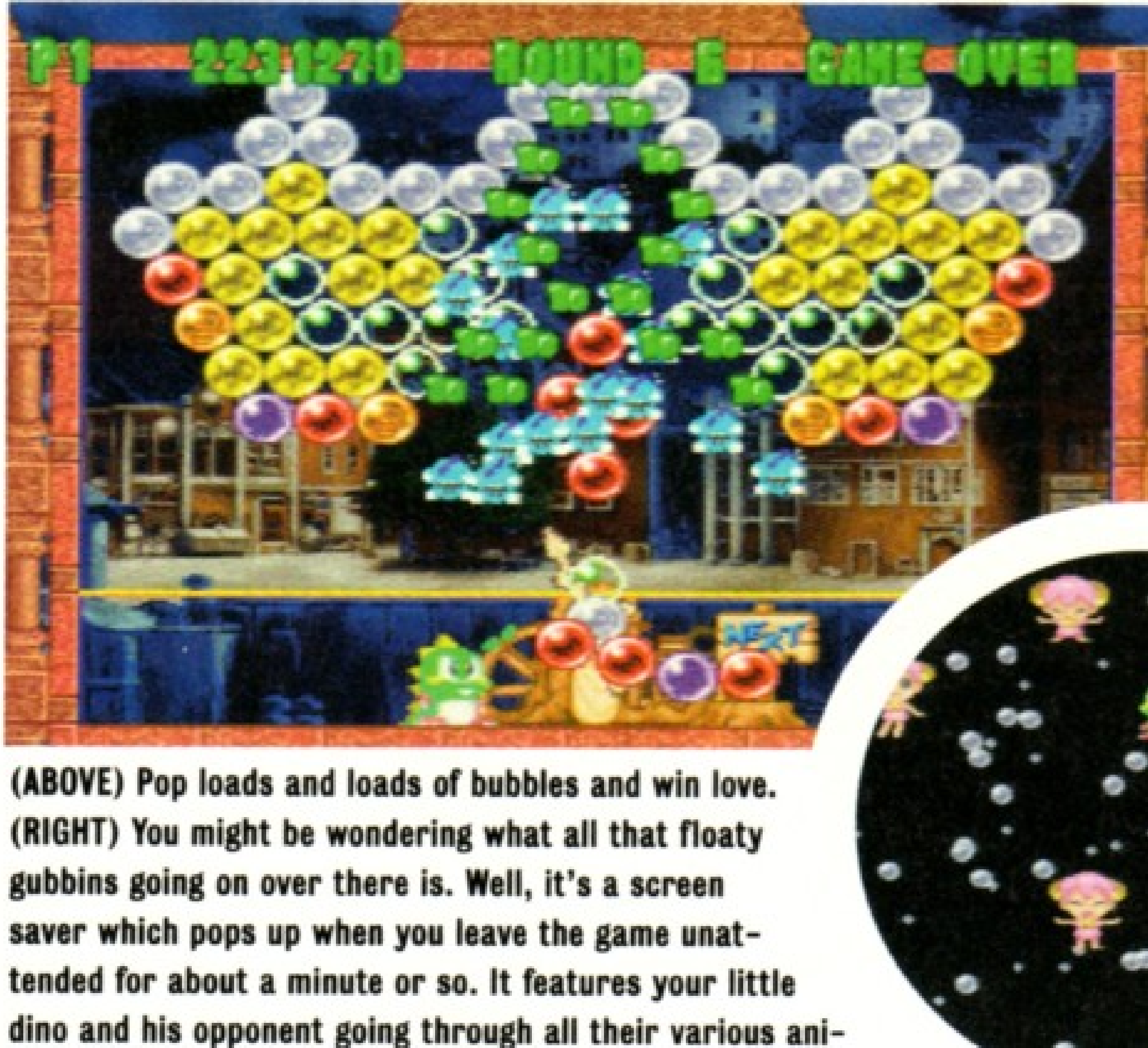
Like all these intellectual-type things Bust-A-Move 2 is best in two-player mode, as humans are notoriously far less predictable and far more prone to sudden mistakes than computers. Plus, of course, there's not much satisfaction in laughing and flicking the Vs at your inanimate Saturn. Although it never stops me. However, even if you haven't got another friend in the world the extreme difficulty of later levels and the one-player Puzzle Mode (detailed elsewhere) make it more than worthy of your time. Check it out as soon as you can, but keep it away from your little sister (if you've got one).

RAD



I don't know how any player could have screwed that up. You've only got to line up three. It's not that hard. There's five there.





(ABOVE) Pop loads and loads of bubbles and win love. (RIGHT) You might be wondering what all that floaty gubbins going on over there is. Well, it's a screen saver which pops up when you leave the game unattended for about a minute or so. It features your little dino and his opponent going through all their various animations in a storm of bubbles. How very pretty.











Bust-a-Move 2



BUST-A-BRAIN TOO

Sole players of these head-to-head puzzle games aren't quite so well catered for as their more popular counterparts. Bust-A-Move 2 goes some way to redressing this balance by including a single-player-only Puzzle Mode. Unlike the main game you play against no-one but the clock. Each stage confronts you with a complex layout of Bobbles awaiting destruction. The first few Bobbles you're given to fire at the sculpture are usually right for the job, but make a mistake and you're lumbered. After a frighteningly short space of time the top of the level lowers, bringing the whole caboodle down towards your young dragon pup. Quickly! Blast the remaining Bobbles or perish! Aieee!



The puzzle mode map allows you to select which areas you wander to on your way to the end. This enhances the re-play value.



Ed Lomas from CVG likes this game because it looks like it's played with Skittles candy.



Catchy-looking, bright, enjoyable and addictive. Bust-A-Move 2 is a splendid example of what puzzle games are capable of.

graphics	82
sound	84
playability	91
lastability	94

overall **93%**

BY	SEGA
PRICE	£TBA
STYLE	ARABIAN
RELEASE	AUGUST

It's months since we Showcased Thor, but the final version is ready for review at last. And about time too. Do those programmers think we've got all day or something? If anyone reading this is making a game you want reviewed in SSM, be quick about it. Alright?

Thor might look a little old-fashioned to you – and in certain ways it is. In graphical terms it looks not unlike an early 90's coin-op. The sprites are large and colourful and the animation (especially on Thor himself) is ace. But essentially, despite the isometric perspective, all the action is flat. And what are you going to do about that, eh? Got a problem, have you? Don't like 2D games anymore or something? Well that's tough onions, kid. The Saturn is one of the most powerful 2D engines going, and Sega aren't gonna stop using it just because you want polygons with everything.

Thor is certainly old-fashioned at heart. It follows in an ancient tradition of sprawling arcade adventures with huge maps which ask several things of the player. Firstly, that they be quick on the joypad and ready to fight off thousands of different monsters without getting all scared. Second that they use their sharp, honed minds to solve the myriad puzzles blocking the way as effectively as the monsters. And thirdly that they don't mind top-down isometric 2D games.

This might not sound as immediately exciting as the obvious high-adrenalin thrill of NiGHTS or something, but long-winded adventures have a habit of being more involving and rewarding than many faster-paced titles. Thor neatly avoids the common adventure trap of Plot Fatigue, whereby players grow so weary of their "quest" the game is consigned to the shelf forever. This is because Thor features numerous sub-plots leading up to the main confrontation at the end of the game. The first thing you're ordered to do is trace a number of magic elementals, spirits which embody natural forces such as fire or water or something. Without these it's impossible to complete the game. However, every so often a new mission makes itself known, the first being to save the life of a dying villager. Once these objectives are fulfilled the next part of the game is opened up, and you're free to explore for more elementals.

Even once you've gotten hold of all the assistance you need, the sheer size of the game map (which is very big indeed) means the main meat of the matter is still nowhere near a pushover. This is where Thor again learns from the mistakes of games gone by, making each territory of the environment look very different, so it's easier to remember where everything is and how it fits together, as well as making the game an awful lot less boring to look at.

Whilst all this questing and the fantasy setting might be a little off-putting in concept, Thor actually plays very well. The main character is equipped with enough special moves to rival most beat 'em up characters, along with a whole massive stack of collectable weaponry concealed along his path. There are tons and tons of various enemies to waste, from giant rats to zombies and beyond, along with periodical bosses and weird dangerous platform arrangements to tackle. The puzzles usually work along simple mechanical lines, requiring you to push something somewhere or fire a well-aimed arrow, as opposed to the more cerebral clue-following you may expect from the genre.

It can't be said that Thor is an essential purchase, as it's currently overshadowed by a few corking bona fide classics, but if you like to see value-for-money from your games, Thor is definitely a title you should check out. Anyone interested in some depth of gameplay and a challenge to last longer than a week-end should certainly get off on it.

RAD 





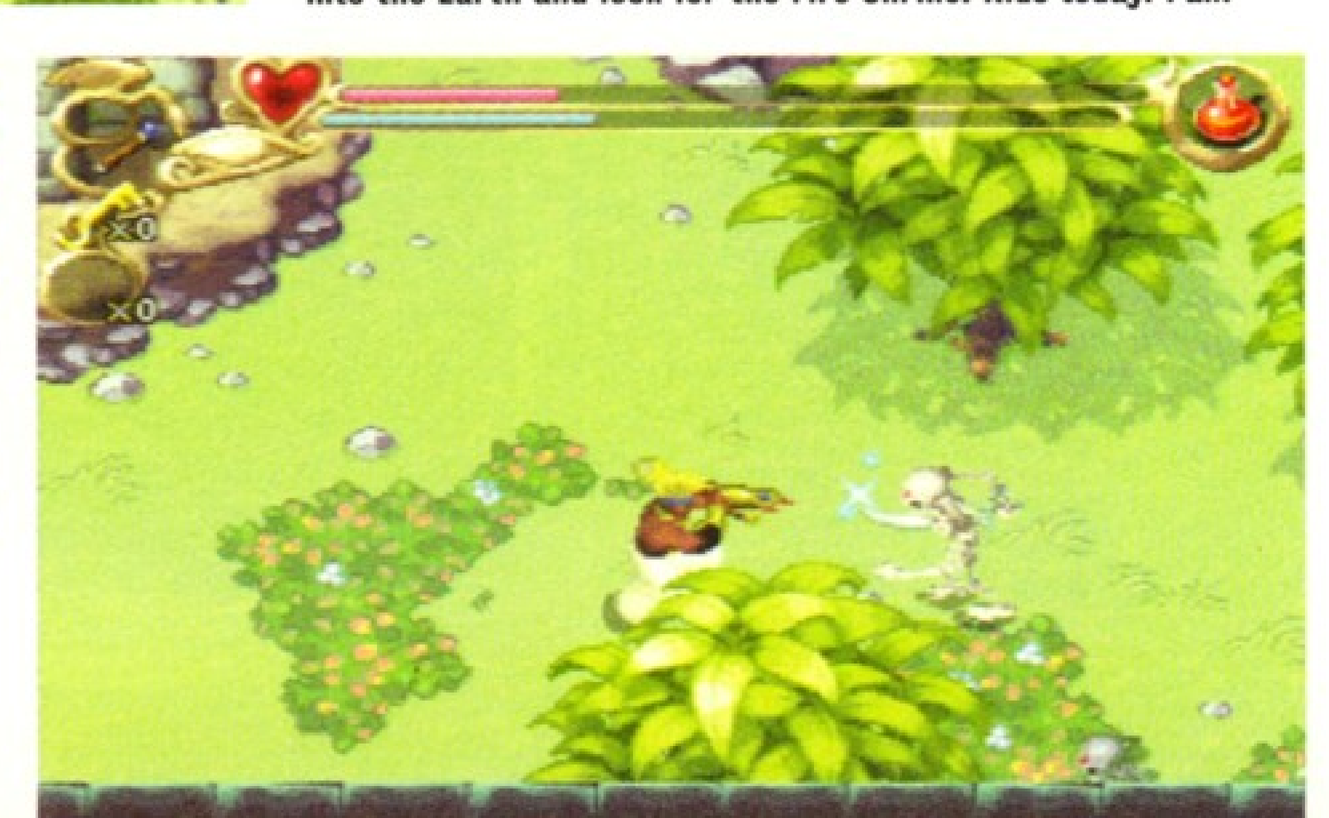


Well if that's not a clue I don't know what is. Go on lad, don't just stand there staring like a baboon in an igloo. Run down into the Earth and look for the Fire Shrine. Kids today. Pah.





That's the Plant Spirit in action there.



Story of Thor 2

Woah, disco inferno! Thanks for the tip daddio, I'm there.

Never mind those blazing eyeballs trailing around – get your good new trousers out of that water. And you'll ruin your shoes.

LOTS AND LOTS FOR US TO DO

Thor is a prime example of one of those games where the designers sat down at a planning meeting and thought "Right, let's make him do everything". As a result Thor is a pretty much equal mix of platformer, beat 'em up and RPG. You'll need to converse with villagers and villains along your travels to find out where to go next, you'll also need to solve numerous puzzles AND, as if that isn't enough, hack the bejabbers out of hundreds of evil monsters. Some of the evil monsters are really scary, too, because of their creepy animation. Anyway, if you think you can manage that don't forget your hand-eye coordination, because you'll need all of it to tackle the crypts and cliffs that make up Thor's world. Kitchen sink sub-game not included.



Are you Leon?
Thank you for saving me.
I am Myra, a fortune teller.

Well she must be a pretty crap fortune teller if she doesn't know who you are. Mystic Myra, more like.

A superb blend of action and puzzle solving, Thor walks a well-trodden path, but in far nicer shoes than most of its contemporaries.

graphics	80
sound	78
playability	88
lastability	92

overall **89%**

BY	US GOLD
PRICE	£44.99
STYLE	SPORTS
RELEASE	AUGUST

Ah, the summer season is upon us once again. And in addition to the usual japeries of Wimbledon and cricket, this year, there's the added bonus of the Olympic Games. Lunch boxes at the ready, potato heads!

Yep, any day now, (if not already) your TV will be invaded by the worlds' best athletes pounding, splashing and roaring their way to sweet victory. But what are you supposed to do if you're a bit weedy at sport, apart from buy in loads of junk food and watch it on the telly? Well, you could put your name to one of US Gold's pretend characters in their Saturn rendition of the tournament, and the beat the living daylights out of everyone that way. Or you could just sit there and cry about being crap at sport. It's up to you really.

Now this shot looks very surreal indeed, yes?

Anyway, US Gold's Olympic sim is different from Sega's effort in that instead of replicating one tournament (ie, the decathlete), they've selected 15 events, which in their opinion are the most exciting challenges in the tournament. And, heck, they should now what those best events are, after all, they have something of a tradition for producing Olympic sims. Who remembers Olympic games on the Megadrive (and Master System, and Game Gear)? It was easily one of the best games available for the console at the time, especially in multi-player mode. Well, US Gold were the people who released that title, and indeed every other Olympic game since then. So you've got to accept that they know what they're talking about.

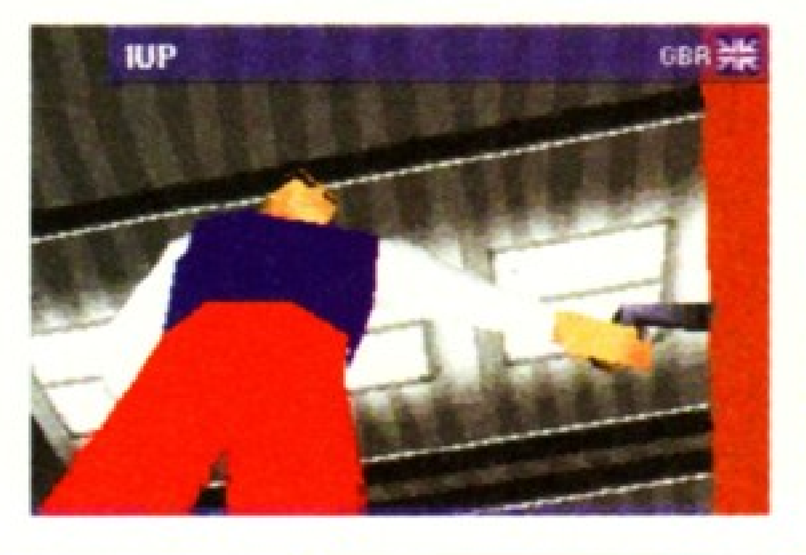
However, even with this considerable weight behind them, this is still US Gold's first Olympic outing on to the Saturn, and with this being 32 bit and everything, you'd expect it to look and play differently from previous titles. Which is just as well, because it does look a lot different. Although it plays pretty much the same, which works just fine, because there's only so many ways you can implement running or swimming on a console. And the graphics? Well, they certainly look different enough, although note that "different" does not necessarily mean "good". Yup, in the looks department, this sure seems a bit of a dog. The stick-like characters in this sim aren't a patch on the huge, detailed frames of Sega's Athlete Kings. And the backgrounds, at times, are utterly laughable – there's barely a detail at all on some of the garish, full blocks of colour that pass for the sky or an indoor environment.

Luckily though, the gameplay still retains all the playability that the Olympic game sims ever had, and the choice of events remain roughly the same too. Which means you get a lot more immediate satisfaction with this than you do with Sega's Athlete Kings title. For instance, there's a Archery, shooting and swimming, none of which makes an appearance in the Sega title, and all of which provide immediate entertainment without having to learn how to master loads of awkward controls. This makes Olympic games closer in style to something like Track and Field on the Playstation, although it has to be said that it's not a very good copy – it's loads more jagged and just not as much fun overall. But then there's nothing really like this on the Saturn – Athlete Kings has different events and is played in an entirely different way. But, although Olympic Games has most of the playability required to make this sort of game really enjoyable, it lacks any of the panache that's so obvious in Sega's Athlete Kings. Why, some people would even go so far to say that this looks downright messy. And unfortunately, they'd be justified in saying so.

At the end of the day, if you wanted to make a choice between this and Athlete Kings, you'd probably go for the Sega title, simply because it has more depth and there's more things to learn from it. And looks-wise, there's no way that this can complete with Sega's game – this tries to do too much in that it wants to be all stylised, can't, and makes everything look a bit cruddy in the process. Still, it's quite nice to play, and if you just want something to challenge a few mates with, it may just be the thing for you.

SAM









TEAM SELECTION

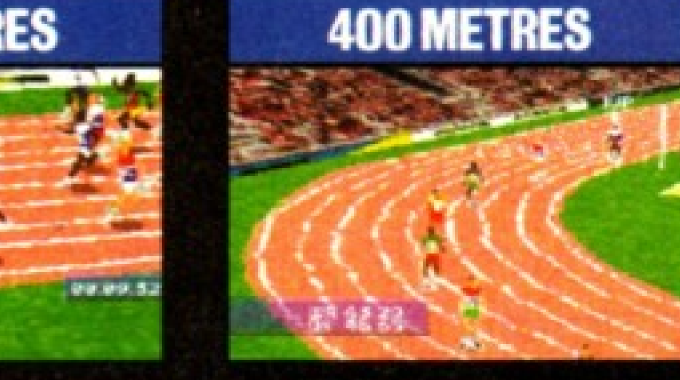
There's fifteen events to participate in, although they're not all the kind of events that you'd naturally presume to be high profile. However, the chosen events are definitely the ones that work best in a game environment – imagine how boring the marathon or men's gymnastics would be.

Probably the most tricky event to master in this sim is the Pole Vault, which requires split second timing to really work, followed closely by the Discus, another difficult event to get used to. As for the others, well, they're not too hard to master at all, although at times it doesn't really feel as if you're in control of what's going on – the computer almost seems to do it all for you. This is especially true of the archery event, which is really easy to get used to.

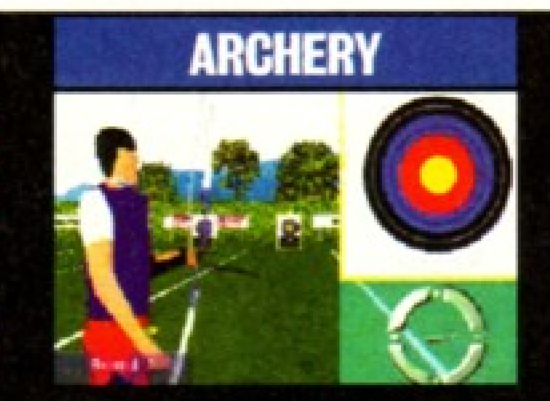
100 METRES



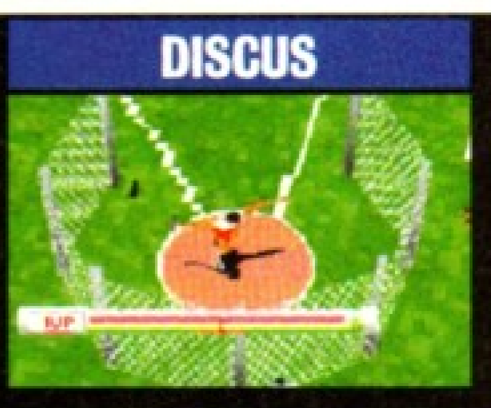
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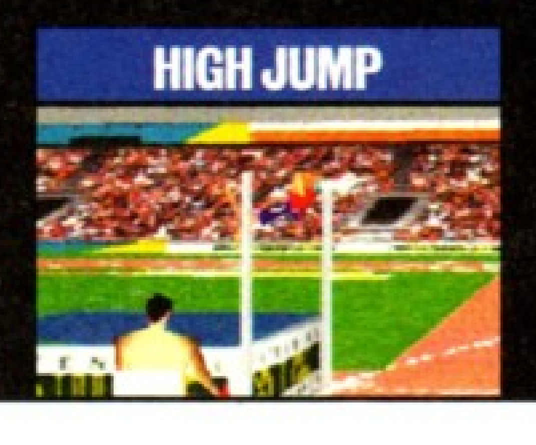
ARCHERY



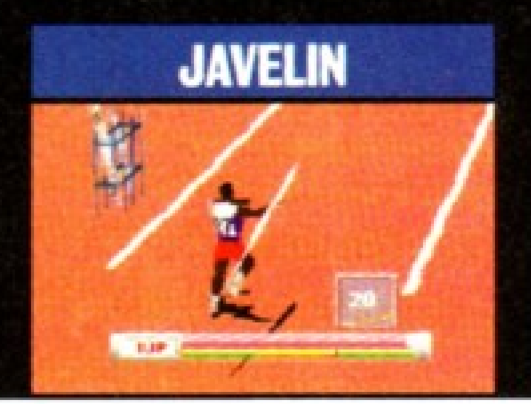
DISCUS



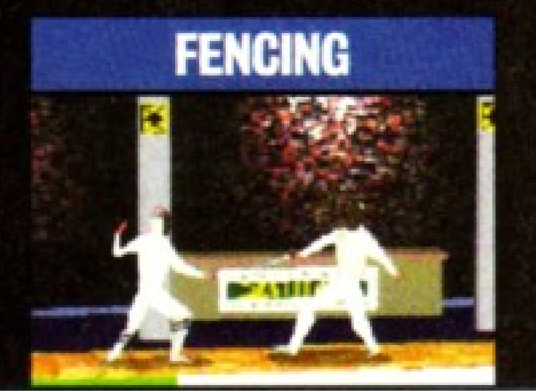
HIGH JUMP



JAVELIN



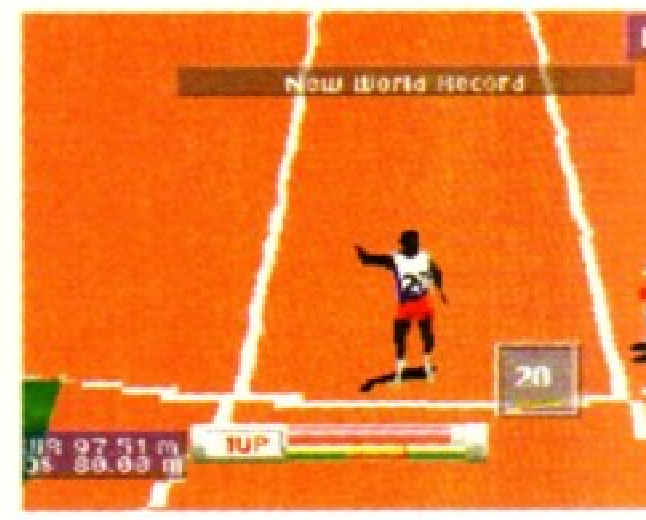
FENCING

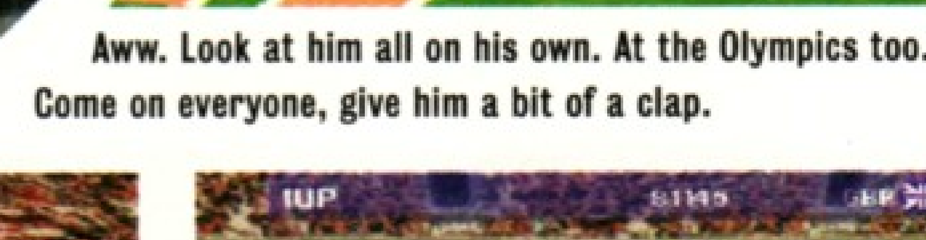




Olympic Games






Aww. Look at him all on his own. At the Olympics too. Come on everyone, give him a bit of a clap.


One thing that we have reason to resent the olympics for is the quiz show, Going For Gold. Just you think about that for a while!

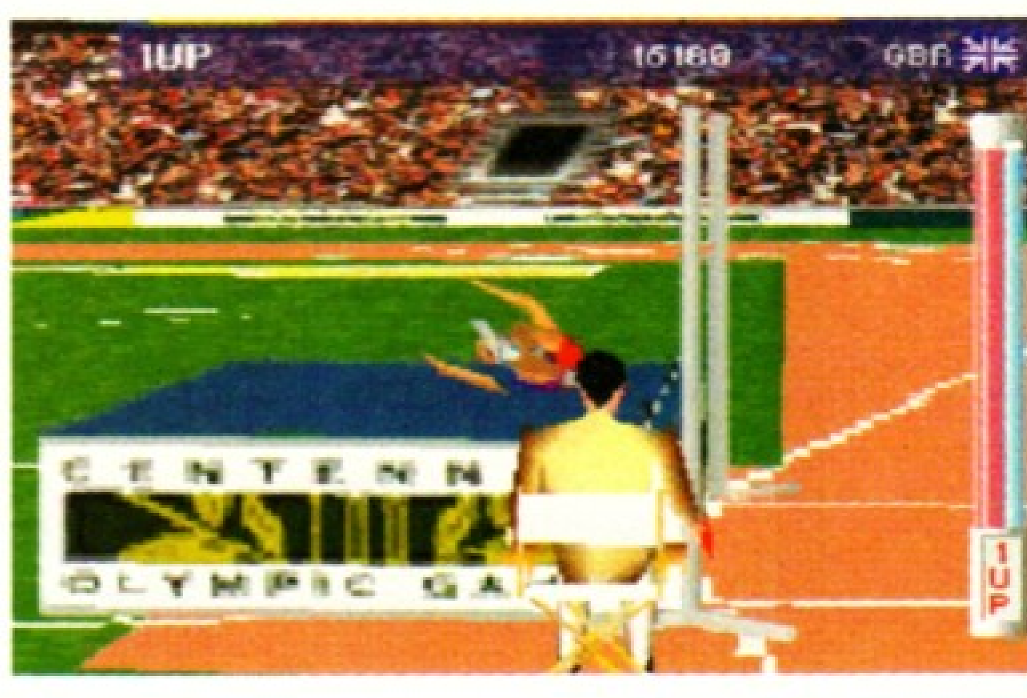


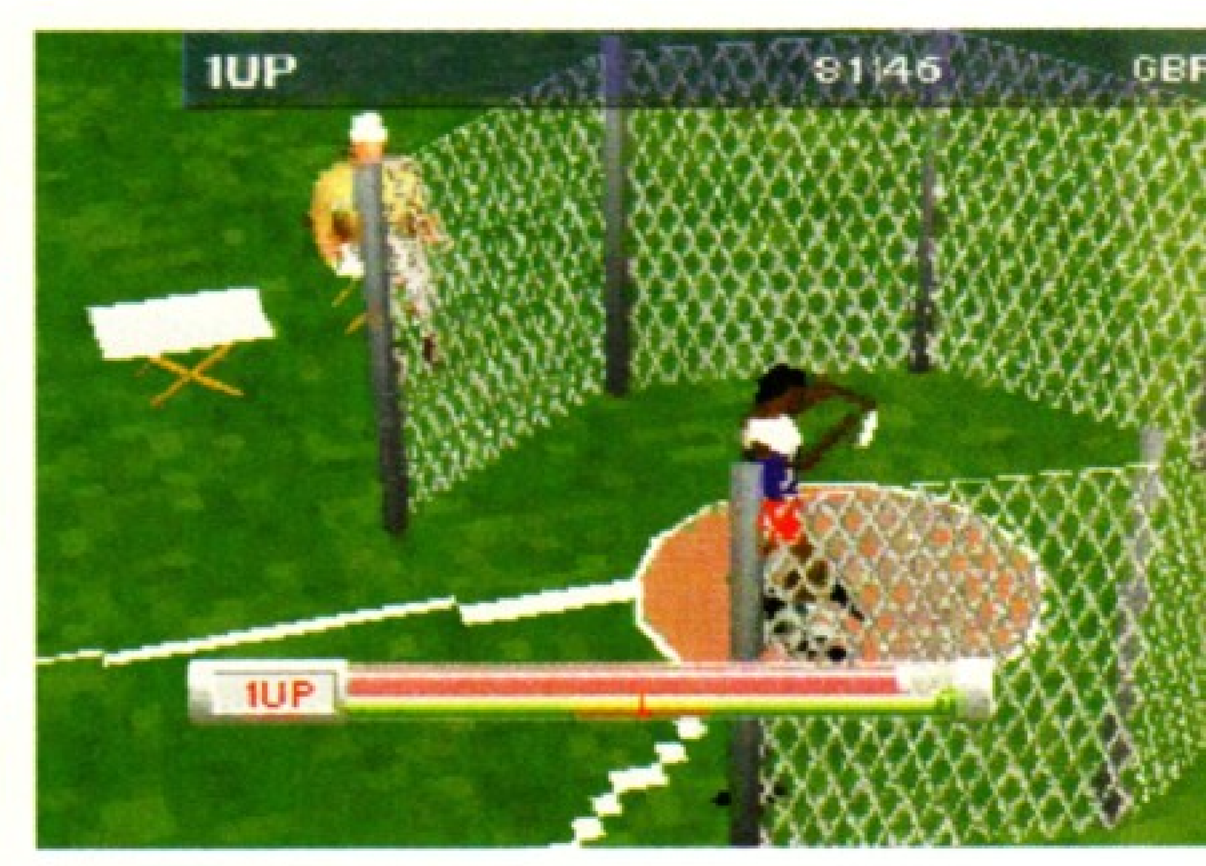


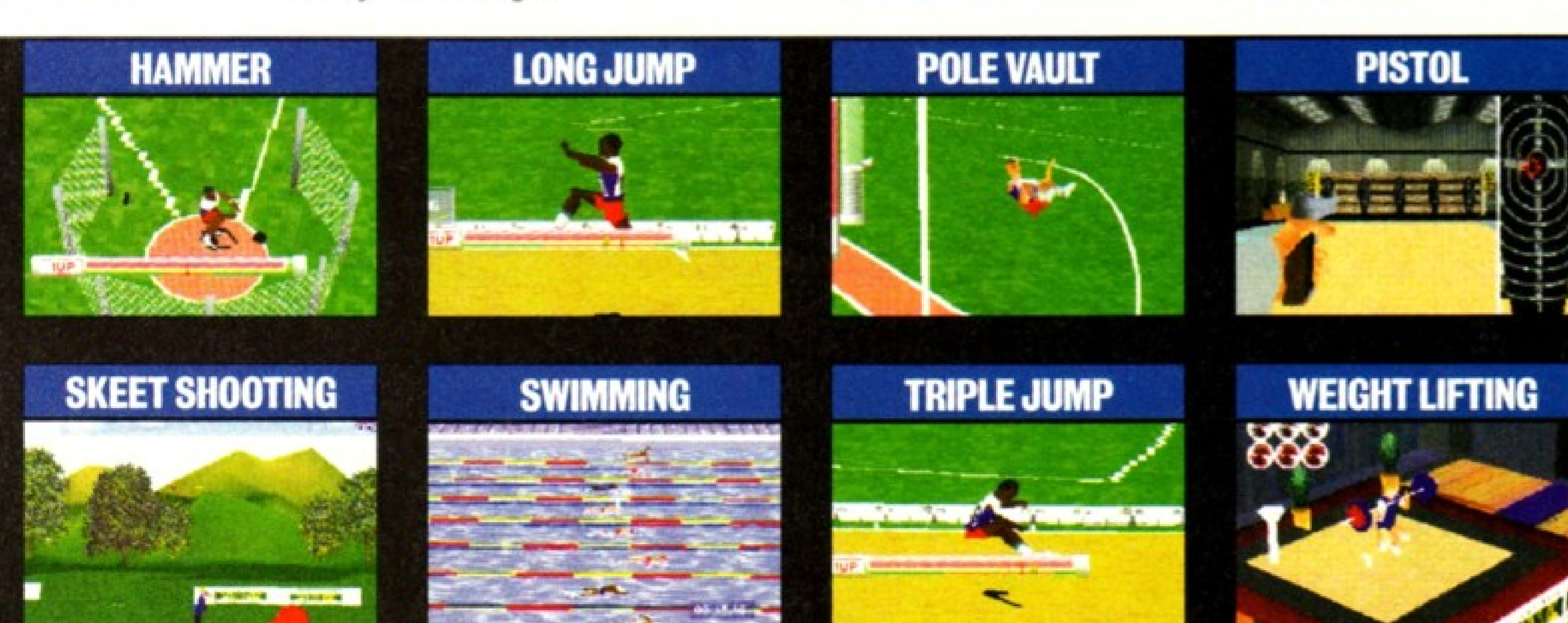




Personally, I wouldn't say that swimming is the most exciting Olympic event, although it works really well in the game.





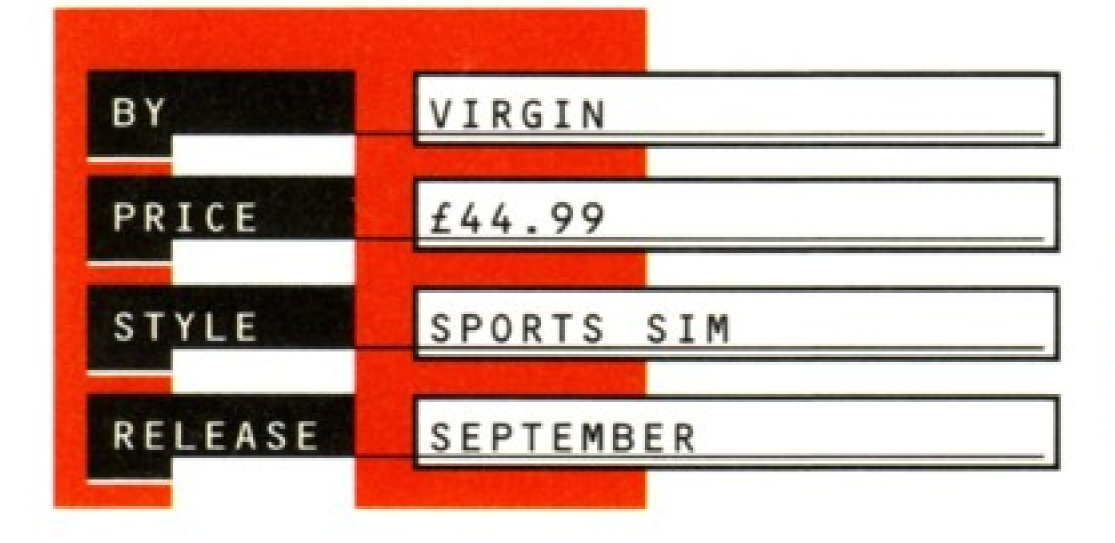


By no means a classic, but still good fun, especially in multi player mode.

graphics	75
sound	76
playability	81
lastability	79

overall **79%**





BY	VIRGIN
PRICE	£44.99
STYLE	SPORTS SIM
RELEASE	SEPTEMBER

Virgin's NHL Powerplay Hockey is only the second ice hockey sim to appear on these frosty Saturn shores, facing off against Sega's equally official NHL Hockey. Is it going to make a cool impression, or is it destined to slip up and cling embarrassingly to the edge of the rink?

Sitting here in our sweltering unconditioned offices, I can think of nothing more satisfying than lying down on an ice coated floor and, quite literally, chilling out. What doesn't appeal so much is lying there while seven foot tall, twenty stone blokes come skating towards you in full body armour with big sticks in their hands. Of course, the strange thing is that such psychopathic behaviour is one the major attractions of ice hockey. But once again, it's sports sims to the rescue, where the worst injuries and bodily mutilations you can expect are a couple of blistered fingers or a touch of cramp in the wrists.

NHL Powerplay Hockey is only the second ice hockey sim to make it to the Saturn, the first being Sega's NHL Hockey, another officially endorsed title. Official endorsement means that all of the teams in the American hockey league are included, and their respective players and team talents replicated.

Powerplay Hockey also features the full glut of international sides as well, so there's an even greater choice of teams to play for or against. Like Sega's NHL Hockey, Powerplay Hockey uses some impressive 3D graphics. However, with its advanced motion capture techniques, Virgin's game plays smoother than Sega's title, the characters moving in a more realistic fashion. In addition to this, Powerplay Hockey has been programmed using a sophisticated form of AI (artificial intelligence), which in short means that the players are capable of adjusting to just about any situation, be it a sudden defensive foul up or an attack on the break. This makes for some real-to-life action, and it also means the more you come to understand the game and its various tactics, the greater advantage you can make of this facility.

It seems hardly worth mentioning the fact that Powerplay Hockey comes with loads of stats – I mean, it's a sports sim after all. But what's smart about the stats and tactical options is that they're presented in such a way as to be understandable to those of us who are complete ice hockey ignoramuses. Each strategic option is explain it terms of its pros and cons. Among your tactical options are things like the chance to go for a fast breakout, the disadvantage of which is leaving things a bit ropey at the back. Or how about playing with an 'intimidation' defence where there's plenty of barging and checking, the only drawback being the likelihood of collecting more fouls and starting the odd fight.

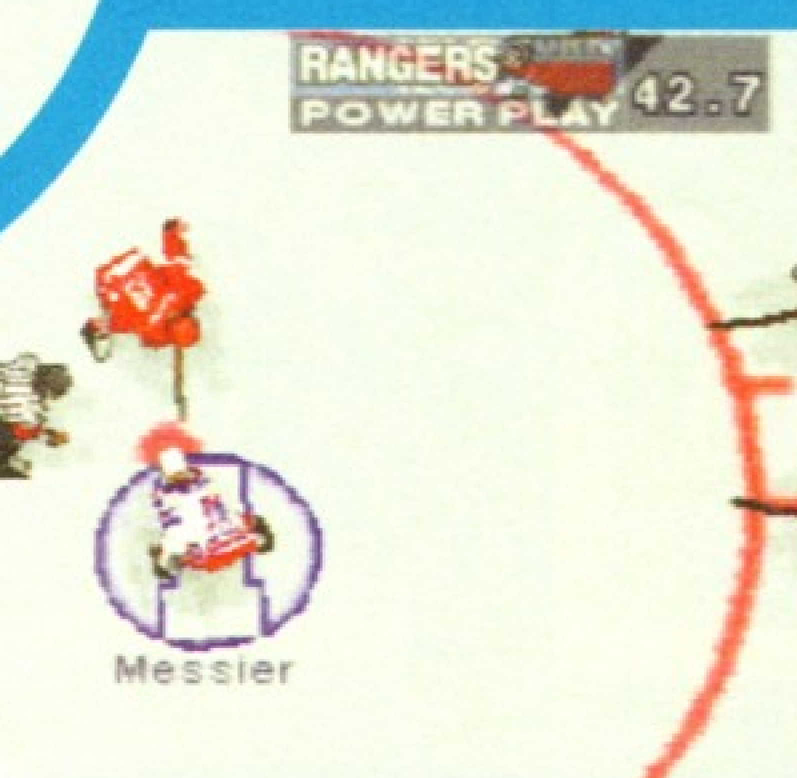
Once you've got the hang of the game, there are options to play a season, in the play-offs or in an international tournament, although with the exhibition mode you can pit international teams against national ones. All in all, Powerplay Hockey has got just about everything, right down to some excellent sound samples of skates on the ice, slapshots, and echoing announcements over the tannoy system. You can even play a six-player game, you and your chums forming an entire team, something which does a lot for the longevity of the title.

One of the few negative aspects of Powerplay Hockey is the lack of opportunities to fiddle with the viewing angle, something which is, by and large, a standard feature in sports sims these days. It meant that on a few occasions it was a bit difficult to follow the puck, but then that's as much a problem with the real game as anything else! I should also offer the obligatory warning; while non-enthusiasts will still enjoy Powerplay Hockey (just as they'd have enjoyed EA's series on the Megadrive), some time spent getting to grips with what the game's all about is essential if you're going to get the most out of the game.

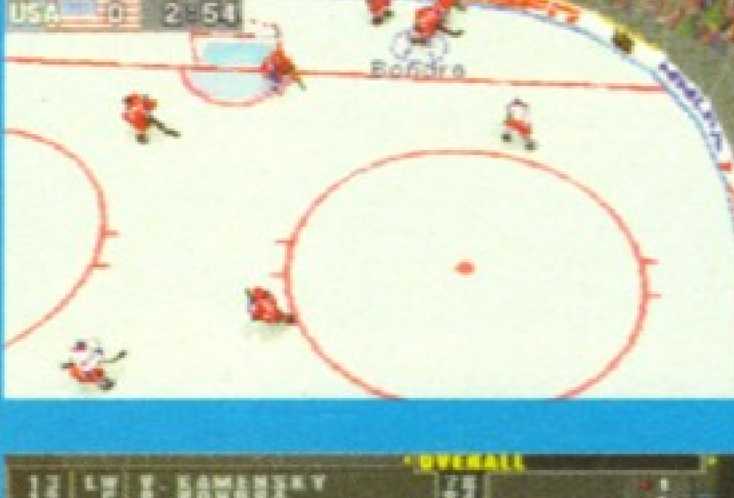
ROB

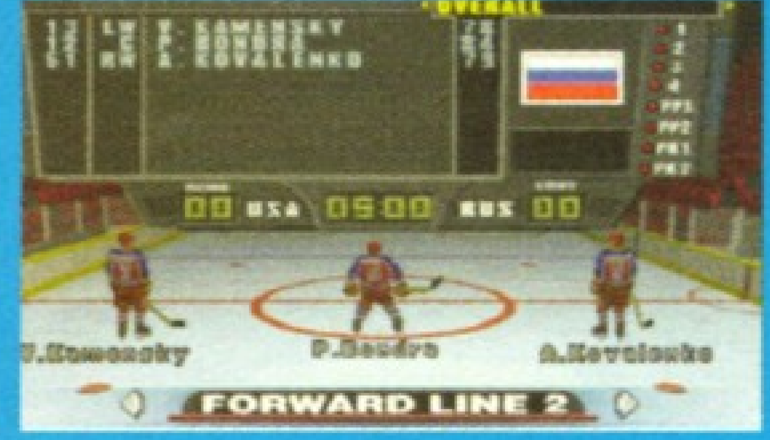






(Above) You'll notice in the top right corner of the screen it says that Rangers have a powerplay. There are only 42 seconds left to utilise it so they need to make the most of this face off.











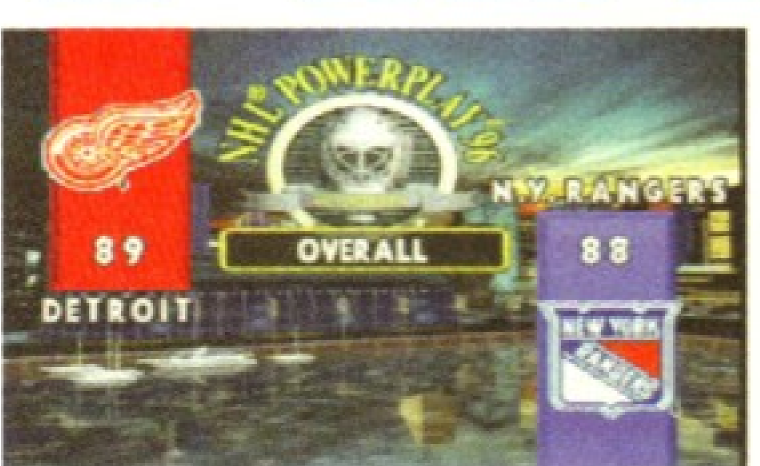
WHAT'S IN A NAME?

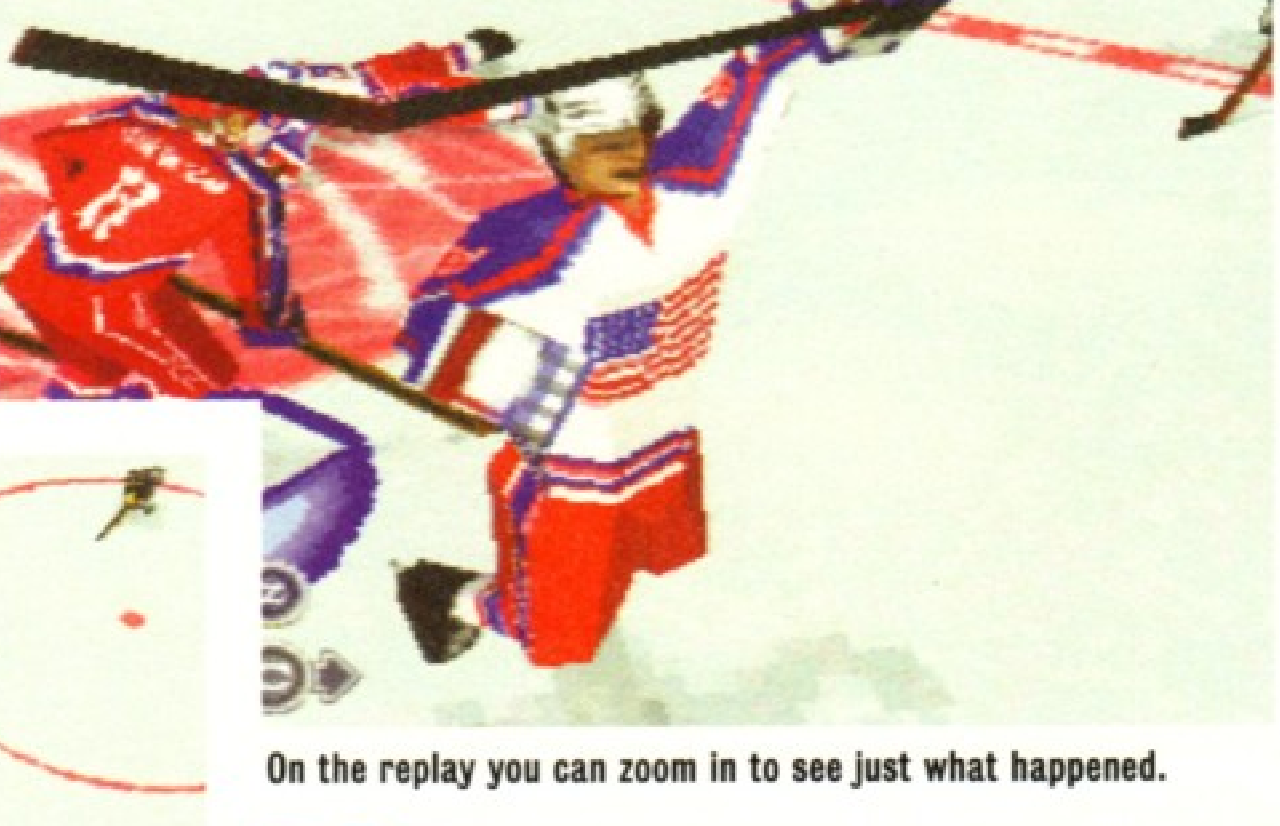
So why call it Powerplay Hockey then? Well, apart from it sounding pretty damn hard, it refers to a part in the game when one team has a limited period of powerplay. This means essentially that they're powered-up and as a result can sustain pressure on their opponents, and with a little perseverance, score a goal.





NHL Powerplay Hockey





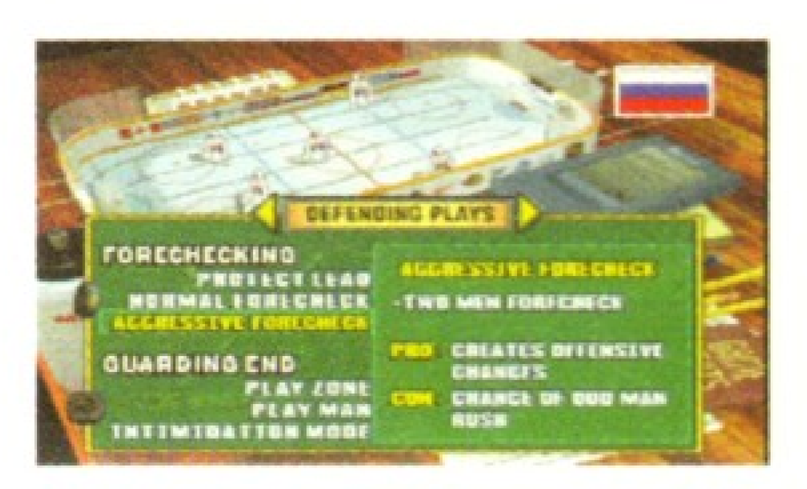
On the replay you can zoom in to see just what happened.



Make no mistake gameo's, Powerplay Hockey features the full range of intricate stats and options for you to enjoy. The coach team option lets you change strategy, and there are individual player stats so you can banish the inefficient.

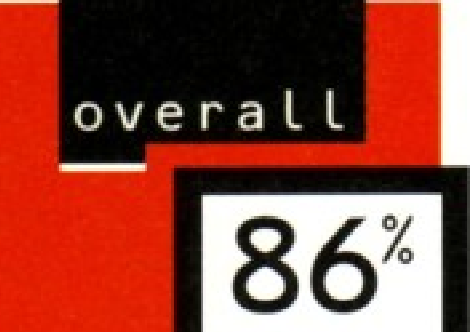


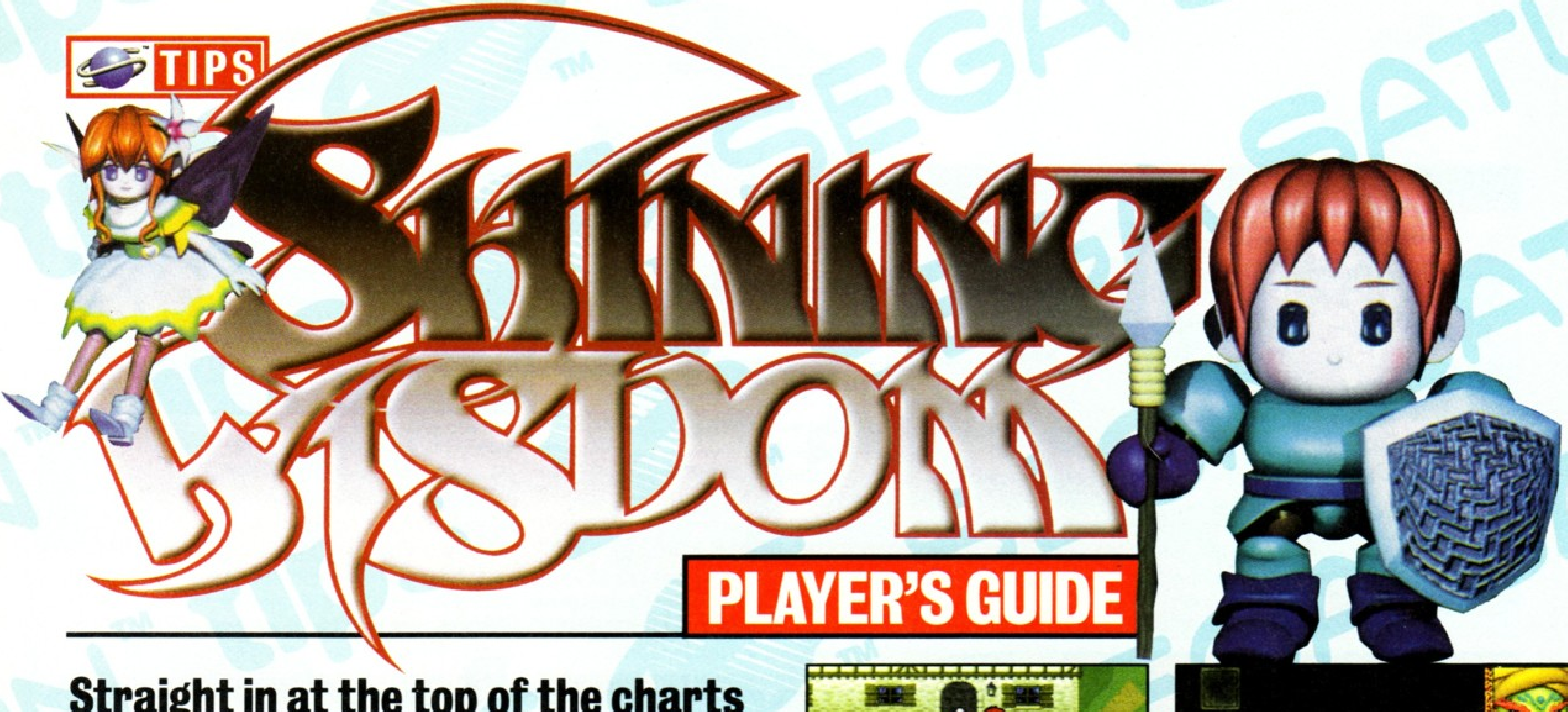
Jegr is on for a goal...time to make the most of that slapshot.



Just like the EA series on the Megadrive, Powerplay Hockey offers Saturn owners with the ultimate ice hockey experience to date.

graphics	88
sound	87
playability	85
lastability	86





Straight in at the top of the charts in its week of release, Shining Wisdom has finally arrived – albeit three months late! This month sees the start of our players' guide, so don your hooded cloak and get your magic wand at the ready – it's going to be a long journey!



So, Our uninvited guest is a bit stronger than we anticipated...

Aha. I sense a big fight is only moments away. Quick little prince, flee before they find you. `these elf things are pretty tough.

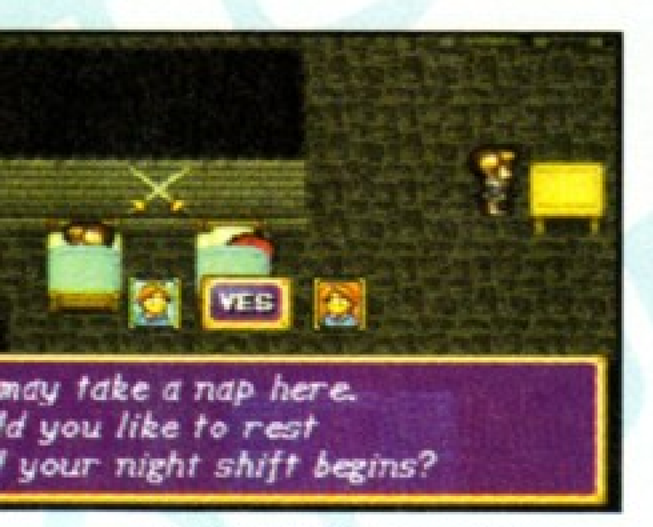




The first part of the game requires very little brain power at all and basically acts as an introduction for later events. You'll begin the game by being forced to listen to a lecture from your family. And being the rebellious type, you have to knock grandad out of the way if you want to escape from the house. To do this, tap X repeatedly and if you manage to get the acceleration right, you'll knock the old man over. On your way to the castle, simply follow the signposts that are planted just about everywhere, and when you do finally reach the city, listen to the old lady who will unlock all of the city doors for you. Stock up on items at this point, particularly on healing herbs record books and angel wings. Then make your way into the castle, where you'll meet your partner, Alfred and also someone who knew your father. Go to the knights' quarters then rest up to replenish your energy.

The game begins again when you're on sentry duty, and an intruder manages to dig into the castle. Follow him all around this sub-level (and collect all the treasure you can), but don't try to jump over the third lava pit as he does. instead, use an angel wing to get back outside.

While back on sentry duty, you're ordered to guard the princess (it's a good idea to take a "rest" at this point). Whilst on guard, a goblin appears who lets off a sleeping gas capsule, which knocks you out. In the meantime, he kidnaps the princess, and you'll be required to negotiate the royal crypt to get her back.



Replenish your energy here whenever possible.





ROYAL CRYPT

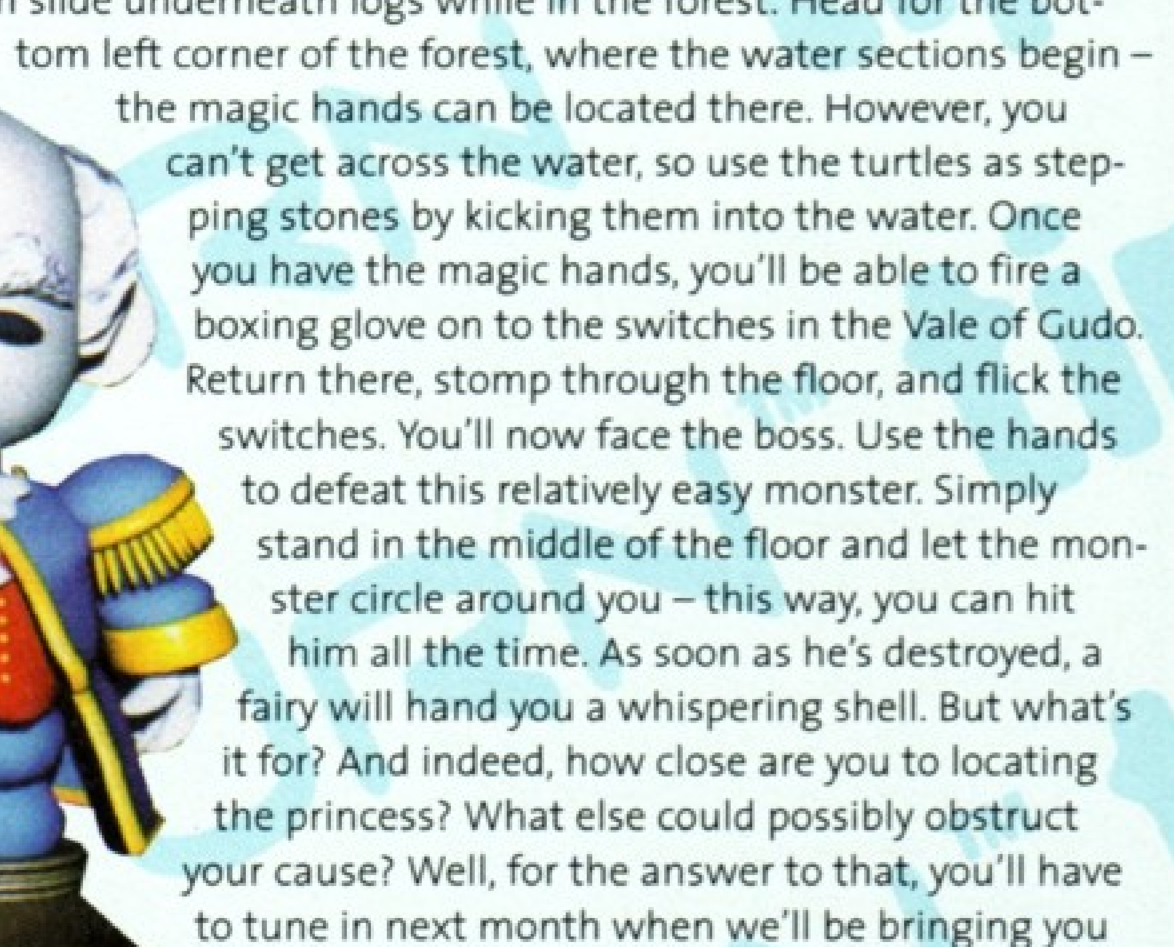
There's actually two parts to this level, and apart from the odd enemy, it's basically an excuse to tool up on some of the treasures hidden within the catacombs. You'll have to go the whole way around the level to get the best stuff and you'll have to solve some pretty basic puzzles (like shoving statues out of the way too. When you've finished go back to the entrance of the cave and stamp down on the floor to reveal a new level. This is the second part of the crypt. Again, pick up all the treasure you can find, and push any statues that you come across. Eventually, all the passages will open and you'll come face to face with the elves in their den.

Unfortunately, there's a bit of trickery going on here, as one of the elves has pretended to be the princess in order to fool the king. They suddenly discover that you're spying on them and decide that you'll have to fight their boss, Banbo. However, he's quite easy to get rid of, although the elves will release the gas once again, which sends you to sleep. They promptly turn the princess into a swan and split.

VALE OF GUDO



Go back to the king and tell him the bad news. He'll send you on to Gudo, and it's a pretty long, but straightforward ramble to get up there, with plenty of treasure to be found along the way. Once there, you'll find that you can't make any more progress until you have locate the magic hands. They can be found in the lost forest, but you must make sure that you wear a pair of slide boots so that you can slide underneath logs while in the forest. Head for the bottom left corner of the forest, where the water sections begin – the magic hands can be located there. However, you can't get across the water, so use the turtles as stepping stones by kicking them into the water. Once you have the magic hands, you'll be able to fire a boxing glove on to the switches in the Vale of Gudo. Return there, stomp through the floor, and flick the switches. You'll now face the boss. Use the hands to defeat this relatively easy monster. Simply stand in the middle of the floor and let the monster circle around you – this way, you can hit him all the time. As soon as he's destroyed, a fairy will hand you a whispering shell. But what's it for? And indeed, how close are you to locating the princess? What else could possibly obstruct your cause? Well, for the answer to that, you'll have to tune in next month when we'll be bringing you the second and final installment of this guide.







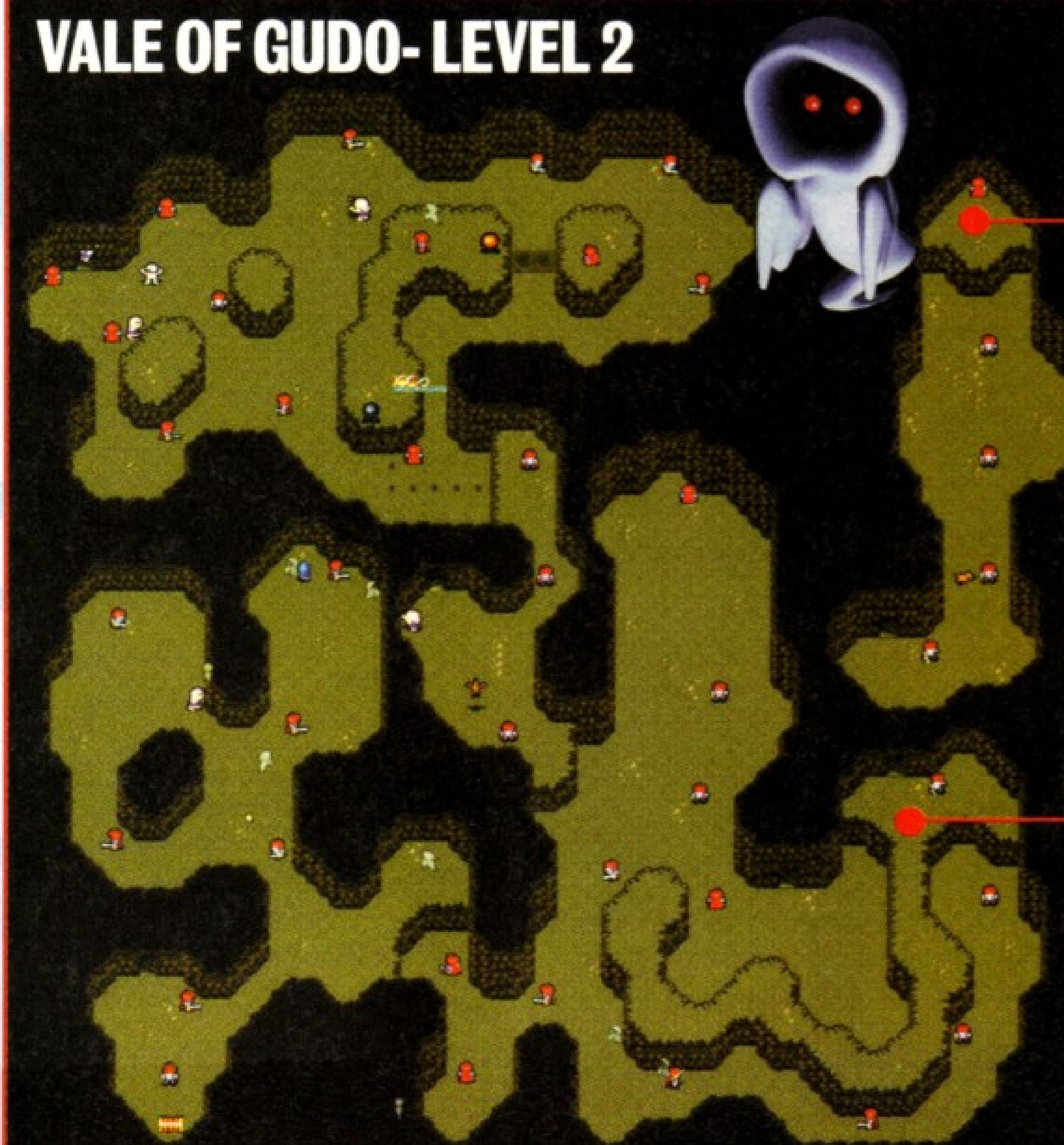


If you already have the magical hands, hit here, and a bridge will appear. Pretty good, eh? Take our word for it.



If you haven't got the jump shoes, you can forget going any further than this, because you won't be able to get by.







No slide boots? Then get to the chest here, where they will be waiting for you. Simple as that really.



After stomping through the beginning of the level, you'll resurface here. Go through the door straight away.

Some scary monster ghost rocks. Use the boxing gloves to get rid if them, which isn't too difficult.







The best thing about Classic Sub Zero is that he's got his old floor freeze move. Just roll the pad from Down to Back and press Low Kick to activate it, then fool the other fighter into stepping onto it. Hit 'em while they wobble!





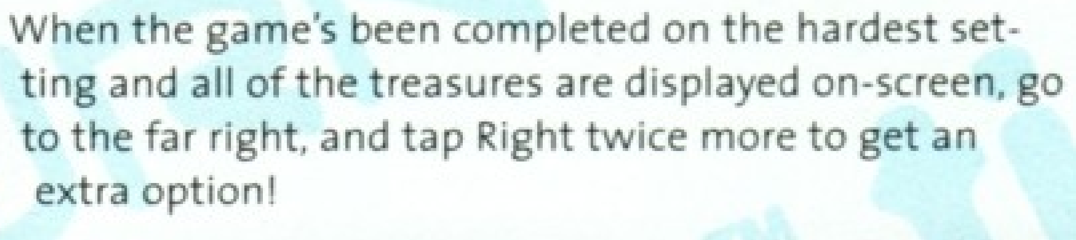
Notice that both players play for free. That's because the Freeplay cheat below has been entered. It gives you free play.



ULTIMATE MORTAL KOMBAT 3

In time for the official release of the game, here are the three Ultimate Kombat Kodes to access the three hidden characters. After the game over message has disappeared, on the Ultimate Kode screen, enter these kodes in the same way as ever before. Just move the box on by the number shown by pressing the corresponding button that many times.

Ermac	964-240
Classic Sub Zero	760-520
Mileena	700-723



To put the game in free play mode, go to the skull screen and press Up, Up, Right, Right, Left, Left, Down, Down on controller 2.

When the game starts, as Shao Kahn laughs, press Down, Up, Left, Left, A, Right, Down to make him say a quote instead. Brilliant.

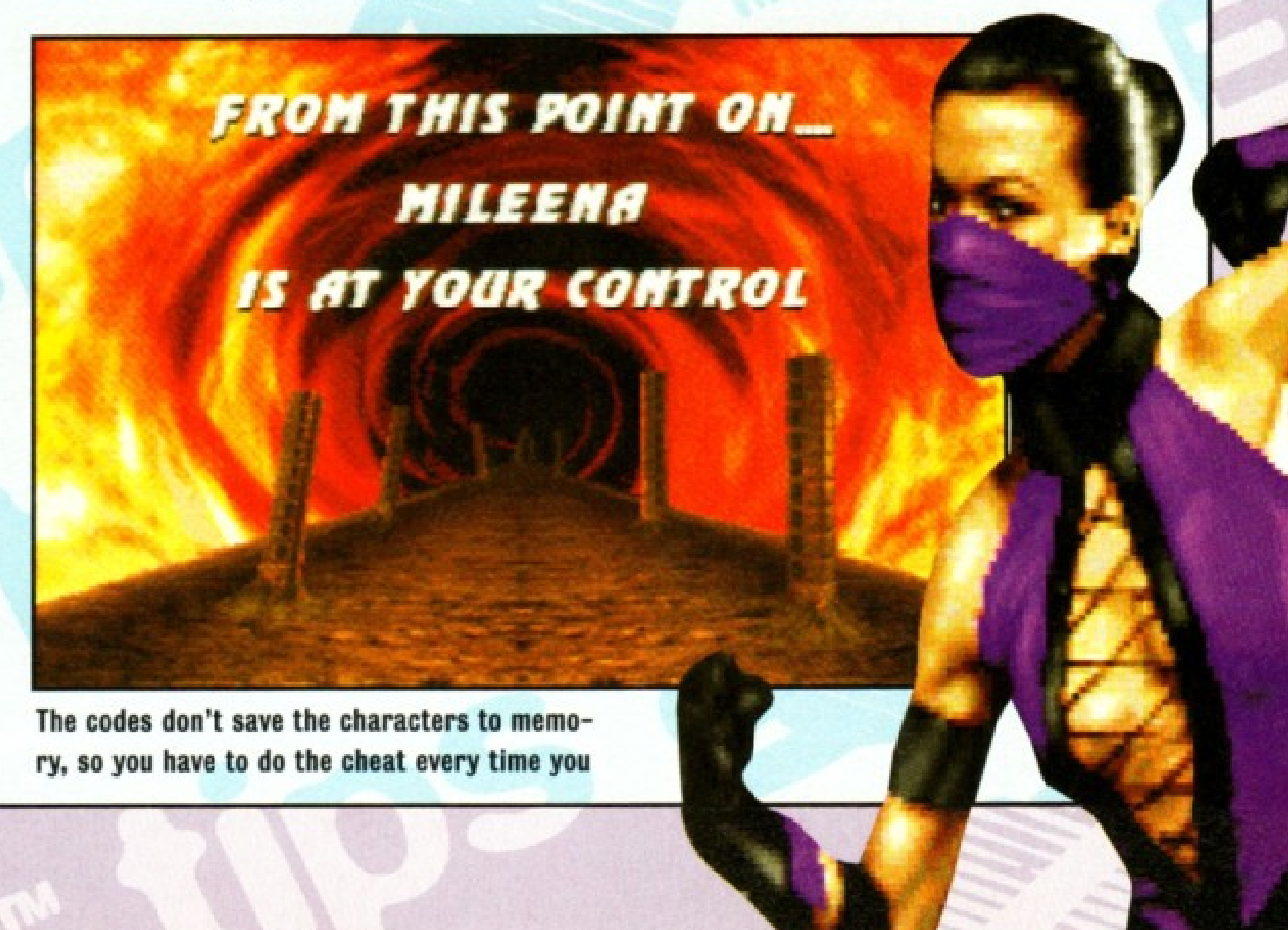
When the game's been completed on the hardest setting and all of the treasures are displayed on-screen, go to the far right, and tap Right twice more to get an extra option!





Whenever it's Game Over and your continue time runs out, this screen appears. Enter the code with the X, Y, Z, and A, B, C, buttons.





The codes don't save the characters to memory, so you have to do the cheat every time you

OPERATION BLACKFIRE

Another cheat to add to last month's selection. Go to the title screen and press Start, then press Z, A, Z, A, B, A, B, Y, C, A, C, A. This will let you watch all of the FMV sections from the game.

NIGHT WARRIORS



Just a little pointless cheat for you. To have it so that the screen stays bright when paused, go to the options and highlight Screen Size, then press A, C, Y, Y, Up.



Now you can pause the game and have it look like this.

PANZER DRAGOON ZWEI

To speed the game up to double, go to the title screen and press Left, Right, Left, Right, Up, Down, Up, Down. Now when you play, the game will be extra fast and harder than before. To be honest, we couldn't get this cheat working properly, but loads of people sent it in. Have a go.



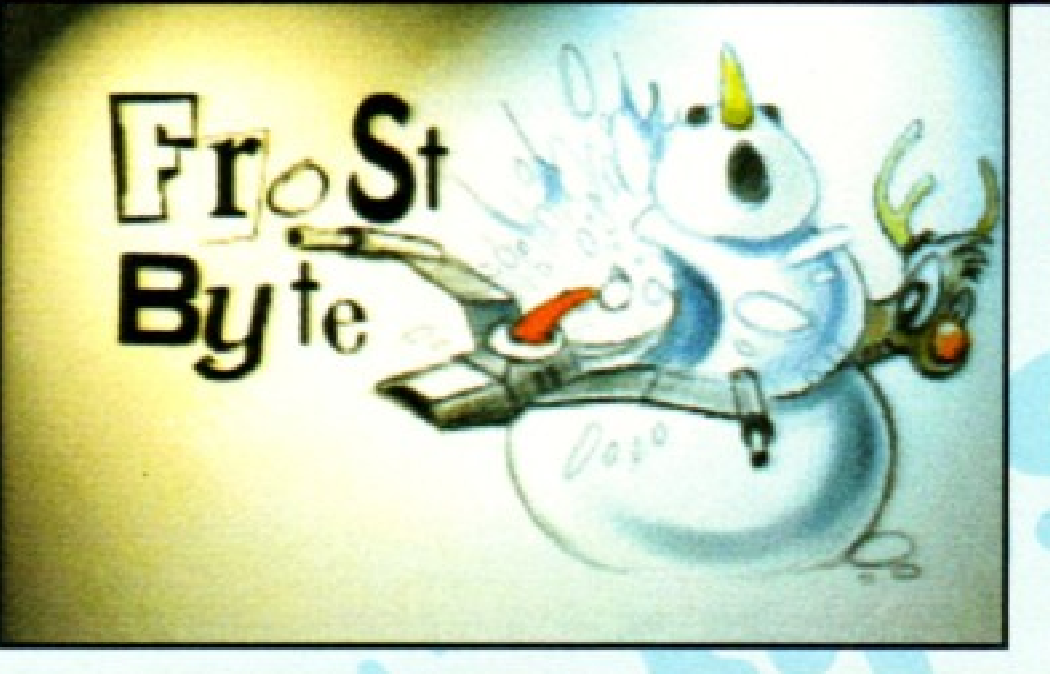
THE NEED FOR SPEED

To get the hidden and ultra-fast Warrior car, as well as the hidden Lost Vegas track, enter the Tournament code TSYBNS.
Also, to turn all of the tracks slippery (Rally Mode), hold the L+R buttons when selecting a track. The track textures will now look slightly rougher than before and the grip will also be lowered, making it easier to powerslide.

TITAN WARS

To follow on from the secret codes in issue 7, these should be entered in the same way. Pause the game at any time and press Right, Down, Down, Left, then key in one of these sequences to get some wacky modes!

Guidable Weapon	B, A, Left, Left
Tracking Weapon	Left, A, Down, Y
Horde Level	C, Up, Down
Le Chowder Level	Y, Down, Down, Up, Right, C
Frost Byte Level	B, Up, Right, Right
Still Trippin' Level	B, A, Right, Start
Detonating Weapons	Down, Up, Down
Rally Mode	Right, A, L, L, Y
Video Test	Up, C, B, A, Down





Unfortunately, the Frost Byte level isn't quite as exciting as the loading screen on the left suggests.



This is the guidable weapon. Shoot it, then move the pad to move the laser ball.

What's the Le Chowder Level all about?



Here's the secret Horde level where you're supposed to kill the cows. You can also kill the Hordelings to make them explode like tomatoes, as they did in The Horde. Also, the original game sound effects are here – like the annoying horn sound and the yelping Hordelings.



These Crystal Dynamics guys are ker-aazy! None of their cheats make any sense, and this one's just the same.

This month sees the start of this section dedicated to tips from old (ish) games, so you can get the most out of all the titles that you bought aaages ago. We should cover most titles, but if there's a game that you need a cheat for, send your request in to WHEEZING OLD TIPS, at the usual address – it sure beats phoning us up all day long!

SEGA RALLY

To access the lakeside track, you must come first in all of the other races. However, to do this in a slightly easier way, press X and Y simultaneously on the mode select screen.

For a mirror mode, hold Y and press C on the game select screen.

To access the hyper car mode: Hold down X and press C to choose a car on the selection screen. Your race/car will automatically be set to hyper car mode.

To select the Stratos: Place first in normal mode on championship mode (one lap). A new car will automatically appear on the car select screen. Alternatively, press X, Y, Z, Y, X on the the mode select screen.

To race against the Stratos, activate the Stratos cheat above, then hold the Z button and press C to choose the course. Keep holding Z until the game starts.

To get a hyper car, hold X and press C while choosing a car . The car will automatically be set to hyper car mode, enabling you to go faster.

To zoom in on the end sequence, hold Z and press Down, then press L or R to zoom in and out.



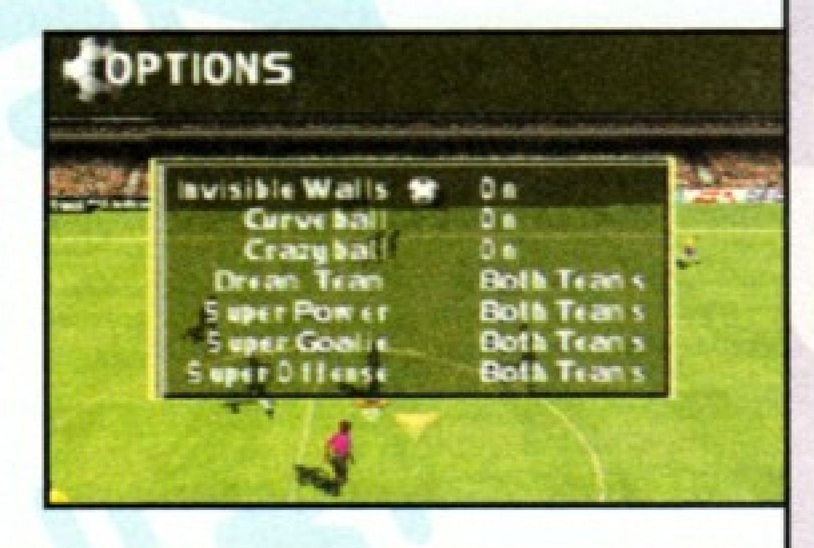




FIFA '96

To use any of these cheats, start a game, pause it, select OPTIONS, then enter the code. You will hear a click if the code has worked properly. Then, exit the options menu, then choose RESUME GAME. The cheats should then be programmed into the game.

Invisible walls	B,B,B,Z,A,A,A,Z
Curve ball	Z,A,B,Z,B,B
Super Power	Z,A,Z,Z,Z,Z,Z,Z,Z,Z
Super Goalie	A,A,A,A,A,Z,Z,Z,Z,Z
Super Offence	A,A,A,A,A,Z,B
Super Defence	Z,Z,Z,Z,B,Z
Shoot out	A,Z,A,B,A,Z
Awful team	A,Z,B,A,Z,B
Dream Team	A,A,Z,Z,B,B,A,A



DAYTONA USA

To play as the horse, set the difficulty level to normal, and on the mode select screen, select Saturn mode. Place first in each of the three difficulties on each track. After winning the third track, scroll down on the select screen until you find the horse.

For Karaoke mode, set the number of laps on the option screen to normal. Exit the options and choose arcade mode. Then while selecting a course keep pressing up and choose with button C.

For a more varied music selection, choose Key Assign on the options screen, and choose type B for the controller setting. While choosing any tack and any car, press and hold A, X, Y or Z, depending on he music you want to play. Hold the button until the game starts and listen to the song that you selected.



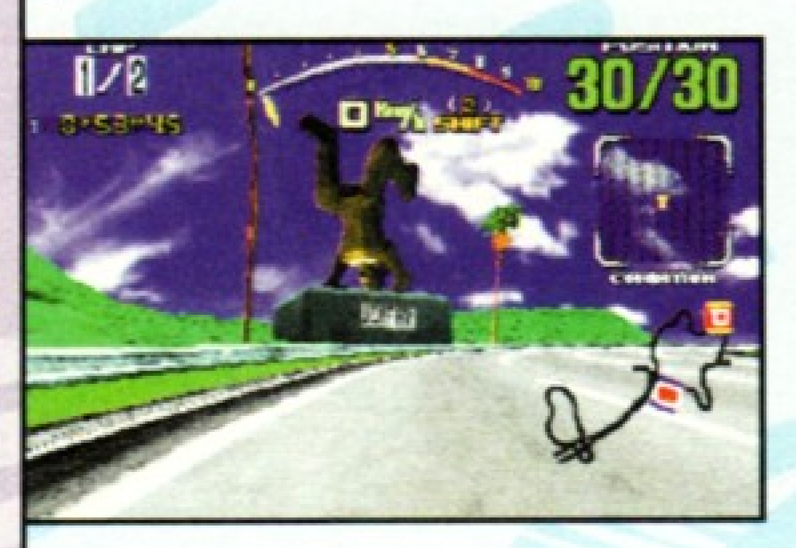


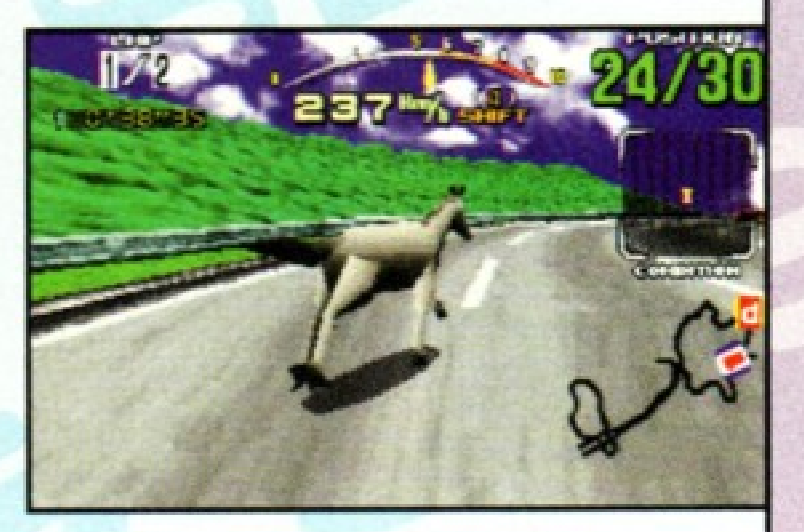
To get a rocket start, hold B when at the starting grid of the Advanced or Expert courses. Now press and hold C/accelerate. While accelerating, keep the rpms between 6500 and 7. When the race starts, keep holding the accelerator.

To make Jeffry do stupid poses on the expert course, drive up to his statue and stop in front of him. Press the X button repeatedly and he'll turn and stand on his head.

To hear and old soundtrack, finish any race on any track. When you input your initials, try SH (Space Harrier), AB (After Burner) OR (Out Run). Try any other initials, but use two letters with a Space between them eg. V F!

To play as the horse the easy way, hold up-left, A, B, X, Z on the title screen, then press Start. You can now choose the horse.

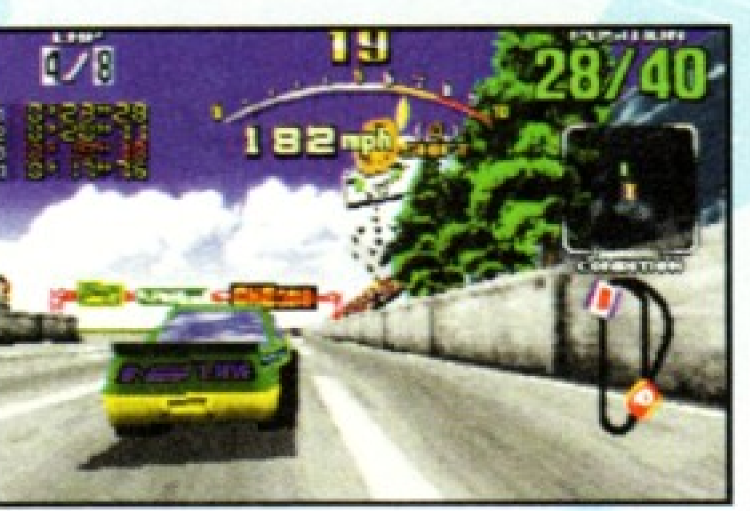




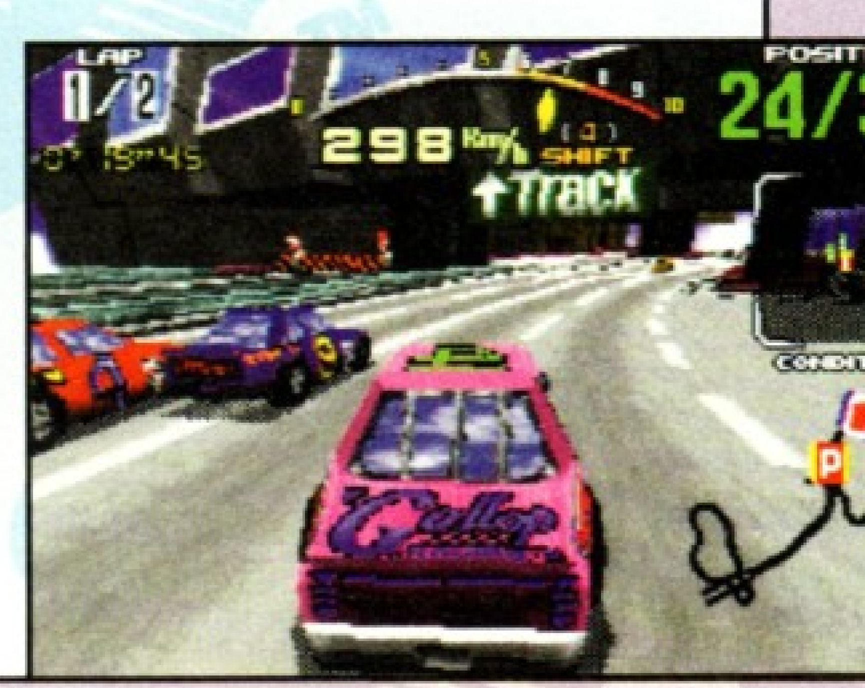
For a helicopter view, choose Saturn mode, then select a track. Hold down start as you choose a car to race in time/lap mode. When the race is finished, watch the replay, then press R at any time to see the race from a helicopter view.

To change your speedo to kilometres, hold down xyz on controller 2 and hit start on controller 1.

Draw another car closer to you by holding down the Z button. This should make it easier to pass your opponent.



Get your copy of Daytona to do loads of really weird things!





CLOCKWORK KNIGHT 2

For a stage select: Press right, up, left, up, right, up, down, up, left, up, left up, on the start screen.

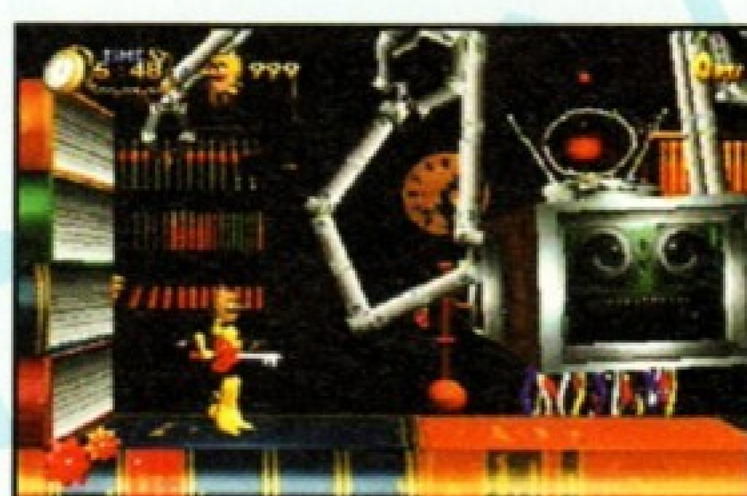
For 999 lives,Press right, up, left, down, right, down, right, up, left, down, right on the start screen.

To watch the end sequence: Press right, up, left, up, down, up, right, left, up, right, left, down on the start screen.

For access to the hidden mini games: Press up, up right, right, down, down, left, left, xyz on the bosses galore menu.

To get the hidden movie, finish the bosses galore with a ranking of expert or master, then go tot he movies menu. Movie 16 will no longer have a ??? on it.





Play whichever level you like! Whenever you like!

FIRESTORM: THUNDERHAWK 2

Passwords for all levels: (O is letter o is number)

SOUTH AMERICA - ARMS RUNNING

1 J411KFC5QBDUTIQ
2 J9N1HNC7UBDVRUA
3 J99HU3C61BDVoOQ

SOUTH AMERICA - STEALTH DOWN

1 JRKHUFC8QBDVVA
2 JR49UFCRNNFDTEI
3 JTHPUNCQFFDFQSQ

PANAMA CANAL - CANAL CRISIS

1 JVFPVJCTRFD192
2 JU89TQKVLJCFSD2
3 J1JDQUC1SJCFRH2

CENTRAL AMERICA - RECAPTURE TOWN

1 J188RQCIJCF1DA
2 JJD8RNCLDNAFSEI
3 JJJDRNCK8NAFRBA

EASTERN EUROPE

1 JIP8RNCMMNAFSEI
2 JIKKRPCDBREFS8A
3 JMV4RPCA8REFRMI

MIDDLE EAST - RECAPTURE TERRITORY

1 JA24RMSFIREFoEA
2 JDL4RNSELUMFTMA
3 JFH4RNSHSVMFRK2

MIDDLE EAST - OIL DISPUTE

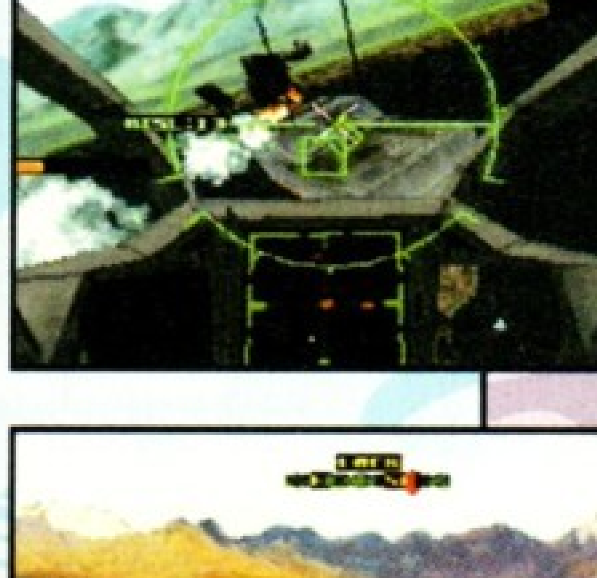
1 JFNKRNT36VMF162
2 JGDKRND3636FSFQ
3 JG34RND5436FQCQ
4 I3VKRND6E36FoKA

SOUTH CHINA SEAS - PIRACY

1 I344RND9A36FUFI
2 I4O4RND9C66FTL2
3 IV1KRNDRH66FQ8A

END SEQUENCE

IUN43NDTJ66Fo8A







Get through to any level with the codes on the left.

VIRTUA COP

Once you've completed cop in normal mode, you'll be able to access the following options:
Ranking mode - records how far you can get into the game without losing a life.
Mirror mode - flips all the scenery and the directions from which the enemy comes from.
To play ranking mode without finishing the game: When the Sega logo appears on the screen, hold down C and press up, down, left, right. You will now be able to access ranking mode.
Gun select; to select whichever gun you like, wait for the AM2 screen, then hold down C and press down, up, right, left, up, up, left, right. This will allow you to turn the gun select on. During the game, [pause and fire outside the screen to change guns.



Put your codes in when this screen appears. It won't work anywhere else.





Get yourself unlimited gun power with the cheats on the left. But don't complain to us when you finish the game really quickly.

COIN OPERATED

We've been following the progress of Virtua Fighter 3 since the first screenshots were released almost six months ago. There was no doubt that this was going to be one of the most amazing games ever created, but until the finished version appeared, we had no idea of just how big it would really be. Luckily, the good-as-complete version is now upon us. And the verdict? Absolutely stunning!

VF3 NEARS

On July 27, Sega of Japan held a press expose for the hottest of new arcade games: Virtua Fighter 3. Yu Suzuki, the head of AM2, was on hand to show the game to specially selected guests and of course, SEGA SATURN MAGAZINE's Japanese correspondent was invited to this most prestigious of events. Held at the PIO exhibition centre in Kamata, a few minutes away from Sega's developmental offices, the venue is the perfect test site for new arcade projects.

The centrepiece of the event was Yu Suzuki taking the stage to demo VF3, accompanied by some very attractive Japanese ladies (who also happened to be VF2 pros!). Representing the fans was a guy known only as Shinjuku Jacky. He's one of Japan's finest VF2 players (presumably specialising in Jacky!) and he interviewed Mister Suzuki, asking all of the sorts of questions that VF fans would want to pose if they were in his position. In fact, he works at the renowned JOYPOLIS Sega amusement centre and is a celebrity in VF circles. His full interview will be printed in full in next month's SSM.





After the stage show was complete, the VF3 games-testing began. The units were set on freeplay and although scheduled to depart, Mister Suzuki returned to gauge reactions to VF3 and to take up the challenge for a bout with Shinjuku Jacky. The rules for the players were simple: every machine had a queue and once you got to the machine, you played opponents until you lost, whereupon you were sent to the back of the line. Sega engineers were on-line to assess the performance of the hardware - if it was less than perfect, they tweaked the machine until it was fully functional.

After four hours, the power was cut and the assembled masses were expected to vacate the building. However, diehard VF fanatics were glued to the machines even though they had been turned off! In truth they were copying down the moves lists on each machine, but with 14 moves revealed for each of the 12 characters, they probably didn't quite finish in time.

In short, Virtua Fighter 3 is a phenomenon. The Japanese now it, Sega know it and as soon as it arrives over here, us UK gamesplayers will bear witness to a revolution in arcade gaming. In this month's Coin-Operated, we intend to stick to the basics of VF3 and reveal the main changes, whilst next month we shall go to town on the huge levels of detail evident in VF3. Stick with us and you shall realise why Sega remains the most powerful force in videogaming today... and for the foreseeable future!

Stomp! In the name of love! Before you break my leg. Think it over. Taka tells it how it is for all you VF3 fans.





The texture mapping is completely different to VF2 – probably the best EVER seen!







WHAT'S NEW IN VF3?

As well as completely redesigning the graphics engine and introducing two new characters (whom we've covered before in SSM), what's new with VF3? Why is it going to be such a quantum leap in arcade videogaming? Read on...

THE ESCAPE BUTTON

To really enjoy VF3 you'll find that this button has a strong influence. For those not yet familiar with its operation, it is commonly thought of as a sideways shift button, similar to the axis attacks used by Lion and Shun in VF2. However, this has been improved by allowing you to punch or kick during the manoeuvre in the so-called "transposition".

Furthermore, in actual fighting it's very effective for close combat offensive moves. For example, in the case where your opponent is delivering a barrage of punches, up until now you had to suffer the blows by using the guard button and try to use your best judgement as when to try and get a blow in. Now, with the escape button, instead of defending with guard you can use the escape to better effect and approach your opponent offensively to get your own attacks in. This kind of play is more positive. By including this, those players with sharp judgement and perception have the scope to increase their chances of victory. We believe that with this method the beginner has a better chance of winning over the veteran VF2 masters.









COMPLETION!

TERRAIN LEVEL ACTION

In the situation where you send your opponent flying with a mid-air combo, descending down an inclination means the time it takes you to land increases allowing you to get in more hits during the mid-air combo. Also rising up towards an upwards sloping surface decreases your time worsening the number of hits you can make in you mid-air combo. Conversely, there's a tendency for attacks like Sarah's mirage kick in regard to light characters, depending on the opponent's body weight to be almost ineffective. VF3 has also inherited this problem but with undulation two things can happen instead.

Because of the undulation the way to use combinations has changed so you'll need to adjust to the new fighting system quickly. Also, in the case of a pounce attack from a high place the difference in height between you and the opponent increases the damage proportionally. Using your skills to position yourself above your enemy will make your attacks much more effective. The use of undulation in the fight encounter area becomes one of the most important strategies in VF3.



Look, it's Lion on the character select screen!

STAGE DESIGN

Unlike previous games that have a rather artificially rigid looking square, flat feel to them VF3 has a much more natural looking design. Anyone looking for such obvious boundaries in VF3 is going to have to look very hard because now all stages have a open sensation giving one a feeling of freedom. It really does look like you can go anywhere. In reality, carefully positioned natural features and building objects prevent such wanderings. After all, if they didn't, it would turn into a an RPG! However, the design is such that one never feels that anything is getting in the way, rather that one is in natural harmony with the surroundings. In addition the new addition of the Undulation (Terrain Topography) adds even more incredible realism. All stages have been carefully designed to be a little higher than the immediate area so that the camera can swing around and look down and around the characters. Some levels even allow you to jump down ledges, walk up steps or wade through water. Each level has its own distinctive layout so each one has to mastered. Before, players only really had to worry about selecting the character they could fight with best!







VF3's new character, Taka, shows off in the all-new fighting arena.









NEXT MONTH

"We will continue our efforts day and night in order to get the game balance right. I hope that everybody will look forward to its release." - Yu Suzuki on VF3, full interview next month! Plus: full descriptions of the amazing levels and why the backgrounds are now as important as the fighters themselves!

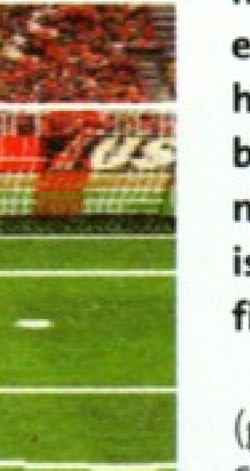
OLYMPIC SOCCER

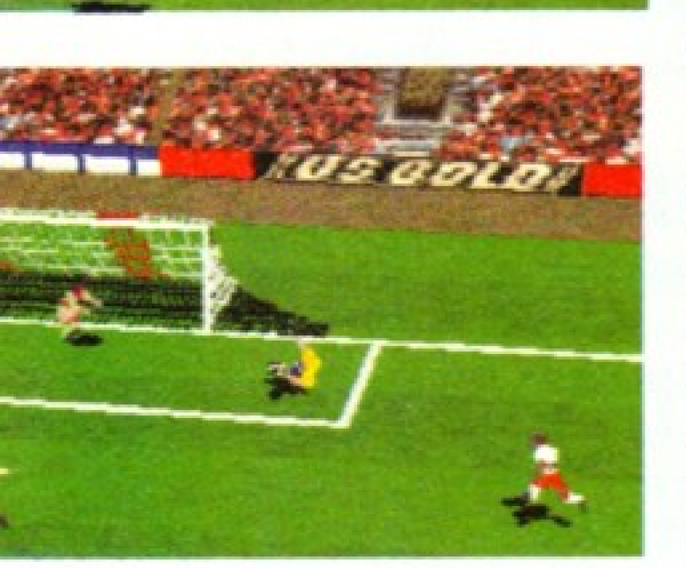


BY	US GOLD
PRICE	£39.99
RATING	★★★★☆

GAME OF THE MONTH SEGA SATURN MAGAZINE

There's tons of football games out on the Saturn. Some of them, like Euro '96, are absolutely brilliant. But with football being very high profile in England this year, there's been a few more releases than usual. And some of them just aren't what they seem. For instance, on the surface, this football sim may seem a bit strange. After all, football at the Olympics isn't exactly a high profile sport – there's no well known players and it's not even shown on TV. But luckily, that seems to have no bearing on this title, which gives the bigger, slicker titles more than a run for their money. In fact, the gameplay in this release is a darn sight better than the stuff you'd find in most footie titles at the moment.





Olympic football harks back to the (good old?) days of games like Sensible Soccer where it was the gameplay and not the graphics that counted. Which is just as well really, because in the looks department, this title isn't up to much. But, play it for a while and you'll find it really enjoyable. It may not be up there technically with the top releases such as Euro '96, but people who preferred the old style soccer sims will absolutely love this. Well worth checking out if you're after a new footie title.

ROAD RASH

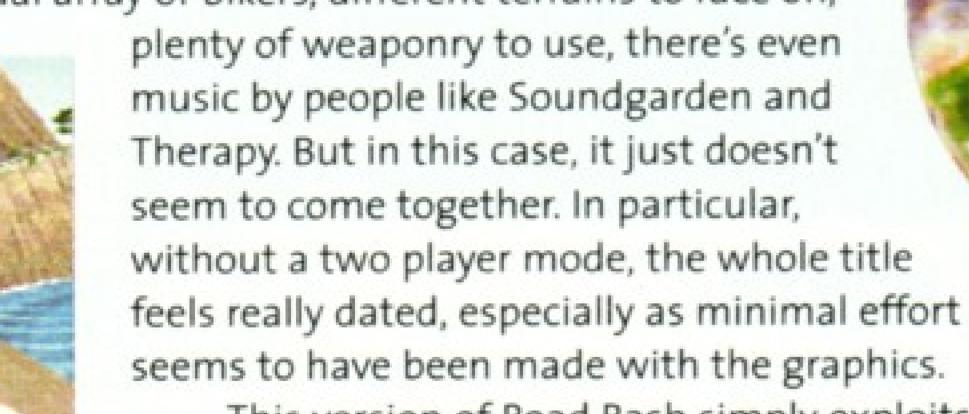


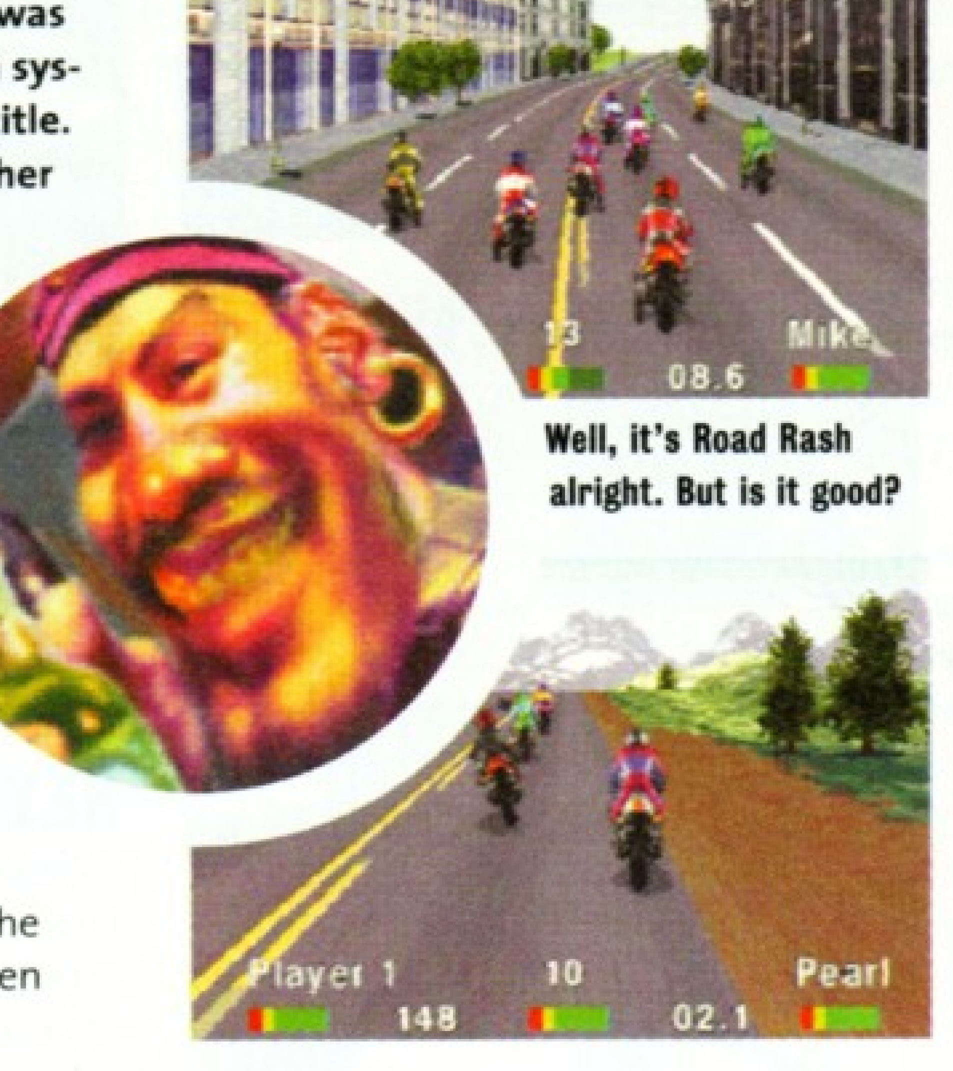
BY	EA
PRICE	£39.99
RATING	★★★☆☆

Road Rash has enjoyed a long and successful run on Sega systems, consistently managing to rate very highly amongst gamers favourite titles. But that was around three years ago. Since then, Road Rash hasn't made it on to any Sega system, and the only version that was knocking around was the excellent 3DO title. It's certainly taken EA a long time to get round to converting the game to other systems, but finally, it's this version that makes it on to the Saturn and into the shops this month.

Unfortunately, this neither matches up to the 3DO version of the title, nor provides any of the brilliant high speed action seen in the other Road Rash titles. All the basic elements of Road Rash are in there – there's the usual array of bikers, different terrains to race on, plenty of weaponry to use, there's even music by people like Soundgarden and Therapy. But in this case, it just doesn't seem to come together. In particular, without a two player mode, the whole title feels really dated, especially as minimal effort seems to have been made with the graphics.

This version of Road Rash simply exploits the series' excellent reputation, and is unlikely to even please fans of any of the previous games.



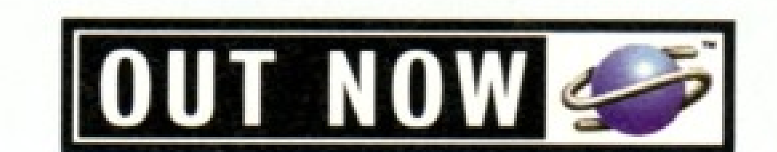


Well, it's Road Rash alright. But is it good?





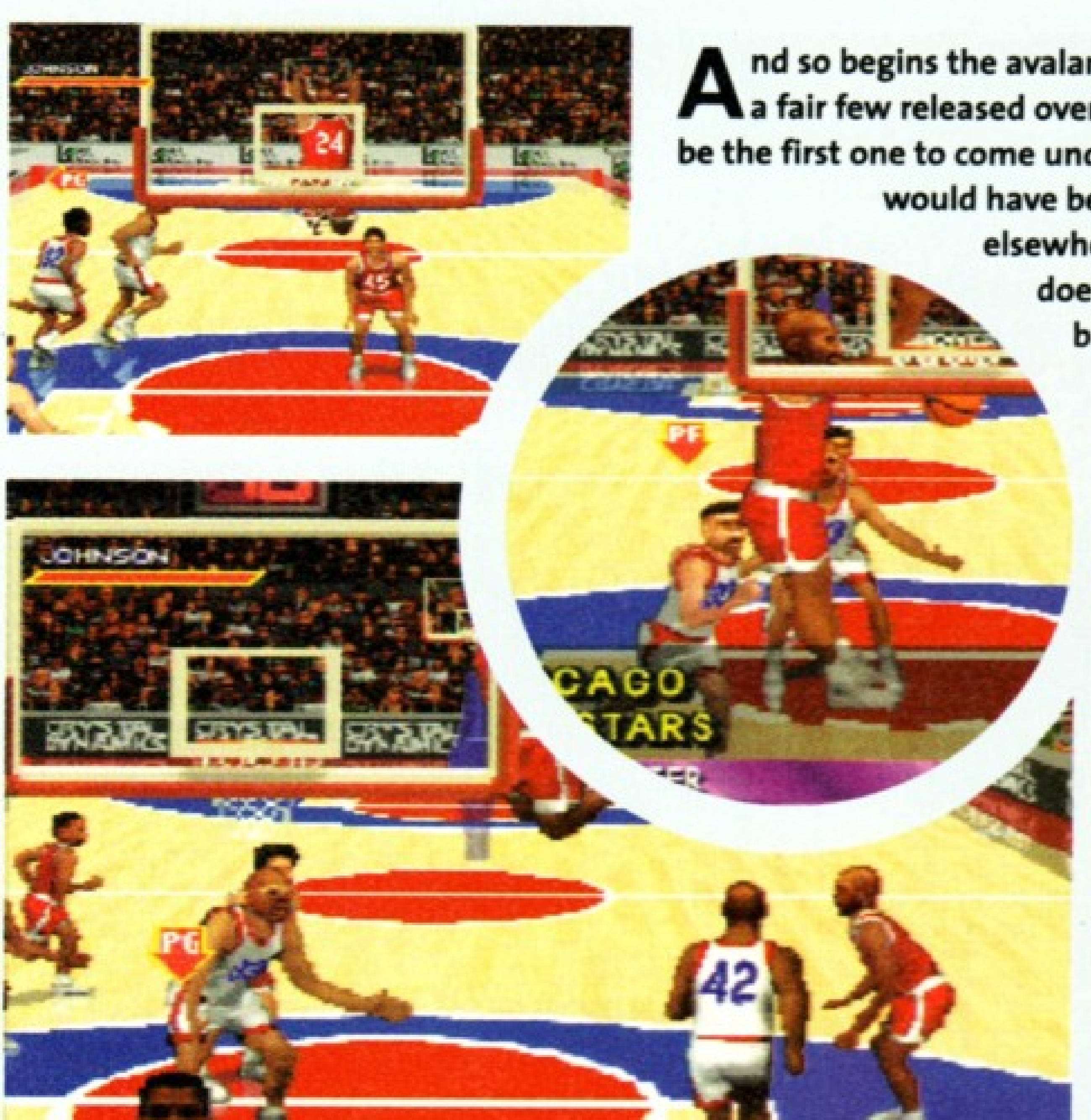






SLAM 'N JAM

And so begins the avalanche of Saturn basketball games. Yep, there's going to be a fair few released over the next few months, and this one is certainly lucky to be the first one to come under the reviewing microscope. If it had arrived later, it would have been subjected to comparison with all the other titles (see elsewhere in the issue). But even on its own, Slam and Jam doesn't really have much to offer in the way of addictive basketball action. Sure, all the bits and pieces that you'd expect to see in a basketball sims have been included (player stats, two player options, etc), but somehow these elements don't gel together into a brilliant game.





Has all the right bits and as such may please fans of basketball titles. But everyone else may find it too fiddly.



Lots of zooming in zooming out action here folks. But does all this add to the gameplay? Or does it make it confusing?



STARFIGHTER 3000

Having been in development for almost two years, you would naturally expect Starfighter 3000 to be a bit special. And failing that,you would have at least thought that it would be a perfectly adequate game. And in some ways it is. On a first play though, you'd be forgiven for thinking that this isn't worth picking up more than once, which is entirely the fault of the lacklustre, blocky graphics. After a couple of plays though, it does get better, even if you do have to spend an age getting used to the awkward controls. Actually, after a while, gameplay even makes up for the game's poor appearance and goes as far to make the title pretty enjoyable. Sadly though, there's loads of shoot 'em ups on the market that are better than this, and as such it's only likely to appeal to complete shoot 'em up freaks.



As you can see, this is the plane you get to fly in SF3000. It's nice in a vague kind of way.



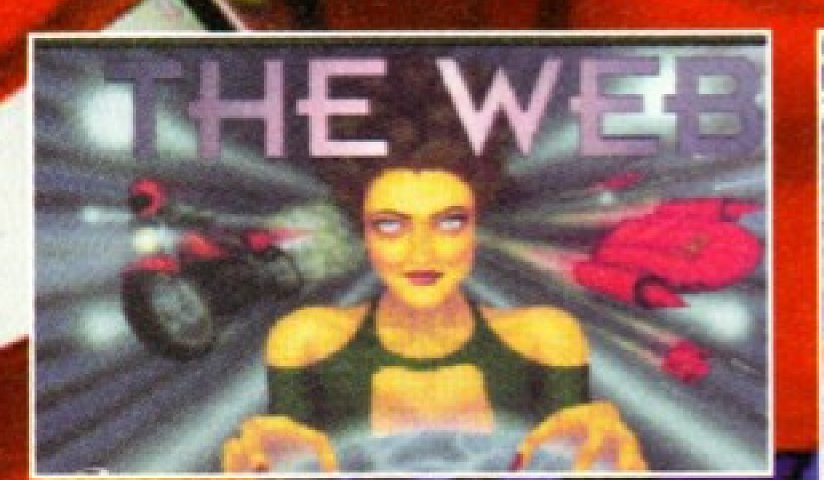
Pro Pinball The Web

BY	EMPIRE
PRICE	£39.99
RATING	★★★

There's something of a glut of pinball titles on the Saturn at the moment, when we'd wonder if there's actually really room for more than one. Because the unfortunate thing about pinball games is that they all tend to be much the same. Sure, the tables might be different, but essentially, all you're doing is flicking a small silver ball around an expanse of silicon. The rest is merely decoration.

Pro Pinball, while very true to real pinball and very nice to look at falls into the above category without any difficulty at all. It's pinball alright, but it's not doing anything that we haven't seen about ten million times before. Obviously, as it's about as true to pinball as it possibly can be, there's no reason why you shouldn't choose this game over any other pinball title, but if you already own a pinball game there's not really any reason why you should need to buy this one too.





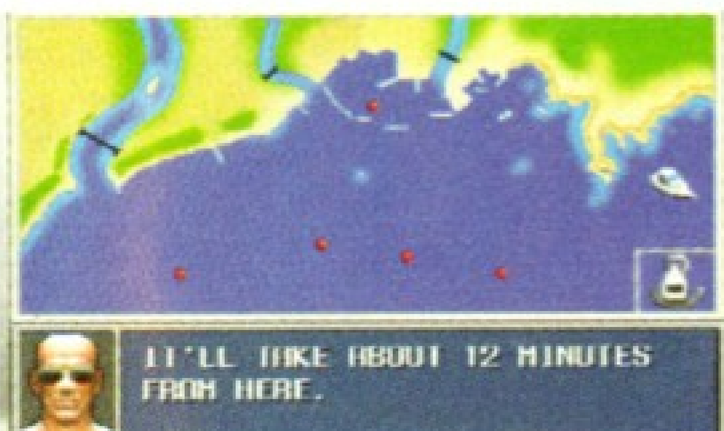


It's all to do with heights. And what you like.

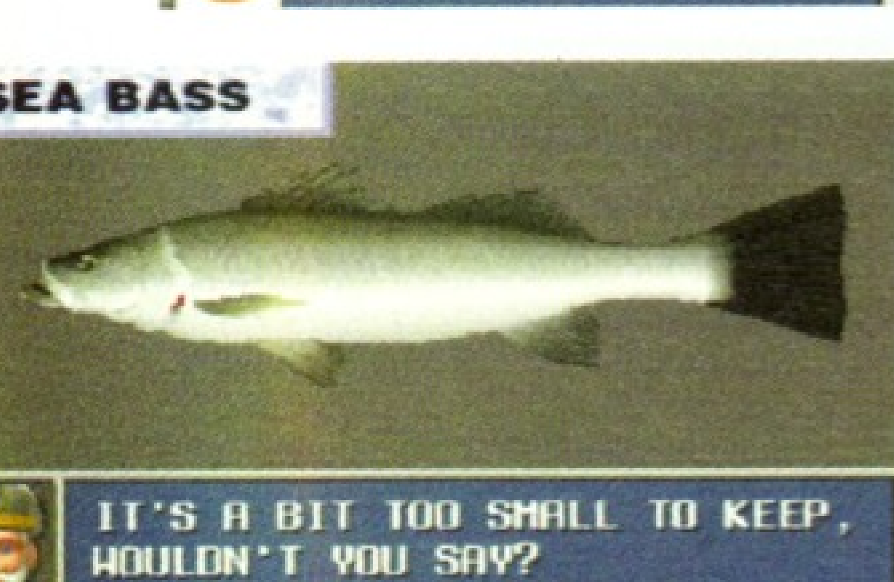
Sea Bass FISHING

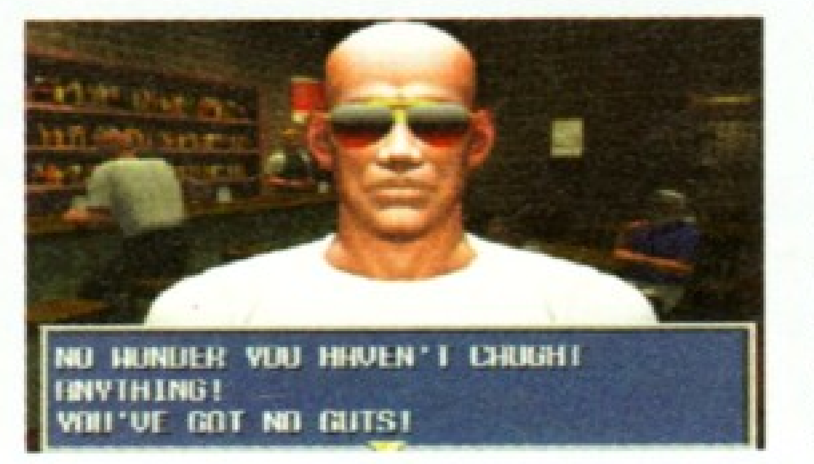
BY	EA
PRICE	£39.99
RATING	★★★★











Anyone in their right mind would have thought that fishing was far too tranquil a sport to convert to the Saturn. But all those people who are already yawning at the prospect of catching silicon trout are WRONG. Because this is actually pretty ace game, even though on first impressions it may seem like a strange choice for the console. Basically, everything that you'd find in the real fishing game is replicated for your pleasure in this sim – you get to choose your rod, hooks, bait, etc, then take to the high seas to catch a variety of fishies. Once on the line, you then have to wrestle with the tide and the fish to haul it out of the ocean and on to your plate. Doesn't sound that thrilling, does it? But, aha, that's where you're wrong (again). Because despite sounding like the most boring thing since real fishing, this is actually, pretty enthralling stuff. In fact we've wasted away hours on this title in the search for the perfect fish. Perhaps not for everyone, in fact, definitely not for everyone, but a good laugh to play after a night in the pub (with friends that is, not on your own).



CD FILMS/MUSIC

To play any of these titles, you'll need a **video cd card**, costing £170. See your retailer for more details.



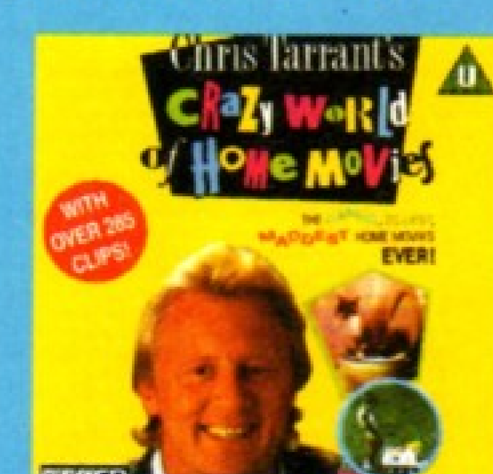




CHRIS TARRANT'S CRAZY WORLD OF HOME MOVIES

BY CD VISION | PRICE £12.99 | RATING ★

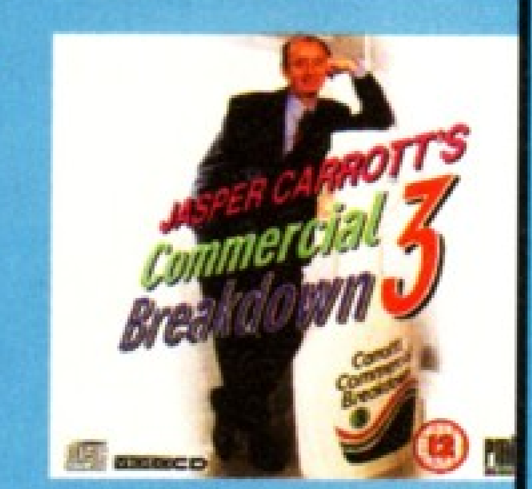
Join smarmy host Chris Tarrant and his amazing joke as he guides you through some of the world's funniest home videos. Which just go to illustrate that people who own video cameras are not very funny, no matter where you go. You'll already have seen some of these on You've Been Framed, and the ones you haven't are culled from foreign equivalents. Chris Tarrant's asinine presence just makes everything seem worse. Not that children weeing on things and suchlike isn't intrinsically funny, it's just that one you've seen everything the CD has to offer it's unlikely you'll want to watch it again.



JASPER CARROTT'S COMMERCIAL BREAKDOWN 3

BY PHILIPS | PRICE £17.99 | RATING ★★

Jasper Carrot, the slap-headed Brummie responsible for Funky Moped, Is now wearing a nice suit and tie to present his series of Commercial Breakdown shows, which are like You've Been Framed for adverts. Jasp guides us through a selection of "zany" ads from across the globe, most of which are admittedly more interesting than the ones we find over here. Mind you, so's scraping the insides of your eyelids, and I wouldn't pay eighteen quid for that. This suffers from the same basic fault as Crazy Home Movies, in that there's little to tempt you back. Unless you fancy Jasper Carrot.



ROXETTE'S GREATEST VIDEO HITS

BY PHILIPS | PRICE £19.99 | RATING ★

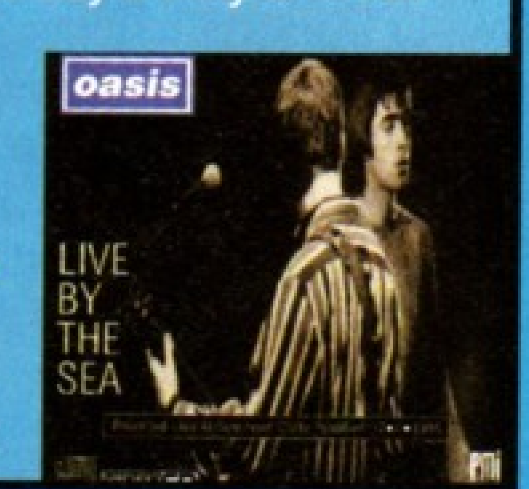
Who says the Swedish have no sense of humour? If sales of Roxette records are anything to go by, this would appear to be the only sense they do have. Those hardy perennials of Swedepop have decided to bless us with their favourite tracks from seven or so years of recording together. It has a very funny title. And if they were being honest, they'd call it Don't Bore Us, Get To The End, Quickly. Anyway, if you're a fan of this spunky duo you may appreciate copping hold of all 21 of their videos. Although we bet you can't name 21 Roxette songs without looking at the back of an album.



OASIS LIVE BY THE SEA

BY PHILIPS | PRICE £17.99 | RATING ★★★★

Oasis Live By The Sea? No they don't, they live in Manchester, which is just near a very big canal. Anyone fancying a bit of a dip round their way is likely to be run over by a trawler. Anyway, we digress. This VCD is a full Oasis gig (from the Southend Cliffs Pavilion in April of last year), along with a bit of backstage footage. It's a pretty decent package, just like the video but you can flick forward to your favourite tracks loads easier. Unless, of course, your favourite tracks are on the second album, in which case you're stuffed, because all the songs here are from Definitely Maybe.



ALSO OUT NOW

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THE TREASURE INTERVIEW

Treasure are one of the most respected developers in Japan, bringing a huge amount of originality, technical excellence and good old fashioned gameplay to their titles. Games such as Gunstar Heroes, Dynamite Headdy and of course the newly released Guardian Heroes are all hardcore example of gaming excellence. Usually quite shy, SSM tracked them down for a one-on-one interview courtesy of Sega of Japan.

SSM When did Treasure form?
Treasure June 1992.

SSM What basic principle do you stick to when creating videogames?
Treasure Just to create games that everyone can enjoy.

SSM Treasure has developed just for Sega machines as such as the Megadrive and the Saturn - why did you ally yourself with Sega only?
Treasure There's no reason why we chose the Megadrive however, our first game was Gunstar Heroes and no other hardware could produce the smoothness of the sprite movement at the time. It's not so much the reason why we chose it more the reason why we kept on using it. As for the Sega Saturn, we've been using the Sega hardware up to now so all the users are Sega.

SSM Treasure games were technically outstanding compared to other Megadrive games of its time. How were you able to make your games look better and play better than the competition's?
Treasure It's difficult to say which aspect, above all, we put our effort into. For example, the designers are neat, precise and accurate. Basically, each person uses his skill to the best of their ability. I'd like to also stress that it's not the company but each person's ability that is reflected.

SSM How were you able to keep so many sprites moving so smoothly on the Megadrive?
Treasure With regards to the characters, the designers are the most particular about the movement. To be done, they use various devices. As for the bosses, by using small portions its possible to have a wider range of movement patterns. In addition we use special programs to keep the portions moving smoothly. It's our desire to keep the characters' movement as close to real human movement so that it's natural and smooth to the eye. It's nothing technical, just endeavour.

SSM Do you think that the concepts for games have become more original since the advent of the Sega Saturn or are they basically the same?
Treasure At Treasure, we believe that tradition itself isn't the obstacle. You should produce games to match the hardware and make good use of the Saturn and the Mega Drive's good points respectively.

SSM Treasure's games have always been different from other companies' games. Why is this?
Treasure We don't want to imitate other companies. If we do, we'll no longer exist. We want to make original games.

SSM Just about everybody else in the development field has concentrated on polygons and 3D games for the Saturn. Why did Treasure decide on a 2D sprite game?
Treasure Treasure has built up a tremendous knowledge of 2D sprite know how. It's an asset that we wish to continue using.

SSM The market is very much dominated by 3D games now - with that in mind, did you not think it risky to produce a 2D game? If not, why?
Treasure No we didn't think it was risk. In fact the risk is in trying to make a new game. There's a lot of companies that have tried and failed to make successful 3D games. Besides, 2D and 3D games can exist along side each other. I don't think that every game can be 100% 3D.

SSM Tell us a little about your relationship with Sega and how it affected the development of Guardian Heroes?
Treasure Sega respect Treasure's experience and integrity, so didn't advise us during the development stage. However, towards the end, Sega, with its in-depth market knowledge, cooperated with us to make subtle amendments.

SSM How did you come to choose the sideways fighting game style for Guardian Heroes?
Treasure We wanted to make a character game, but not one similar to current games available. So it became a necessity to choose the sideways scrolling. In addition there are a lot of moving objects on the screen so we thought it would be good.

SSM The sprite scaling look of the graphics is very distinctive. How did you come to choose this look for the game?
Treasure If the characters are big they are in that way. Even if they are small there are a lot of enemies appearing, so which method would be pleasing to the eye was the main consideration.

SSM How did you design the main characters?
Treasure With regards to the design, the team considered personality and impact. Everyone used their own ability and individuality to create a character that they liked.

SSM Who's your favourite character and why?
Treasure Randy. The total balance is good. Design, movement, animation, in addition his game nature is the most complete. Plus playing him is fun. I like this character the most.

SSM How important is the sound in the overall game?
Treasure The game music is essential for a successful game so we spent as much time as possible for the sound, both the effects and the music. The music is composed after the characters have been decided and the testing has finished.

SSM Treasure are famous for their outstanding bosses. How do you go about creating these incredible characters?
Treasure Basically, it's impact. To give impact we make them big and strong. Each person has his own way of creating a boss but it's usual to have some sort of concept for the boss and then try to get as close as possible with the program. But it's also true that we sometimes look at what's technically possible from the program and if a technique is there we can have ideas about how to make an interesting boss. We use both ways.





Our thanks to the Treasure members who spoke to us (from left to right, above): Tetsuhiko Kikuchi (senior designer) and Masato Maegawa (President).

SSMP What aspect of Guardian Heroes are you most proud of and why?
Treasure The best aspect is being able to "scatter the small fry" - it relieves stress. Other than that, there are a lot of characters appearing for a change.

SSM What kind of feedback have you had from the Japanese owners of Guardian Heroes?
Treasure Over 80% of the comments were positive. It's been highly received.

SSM Everyone considers the Saturn to have a vast amount of untapped potential in terms of power. Would you agree with this?
Treasure I think it has. Not only the Saturn, if you consider the Megadrive also, the quality of the first games to appear compared to those much later is completely different.

SSM Would you ever consider producing an RPG for the Saturn?
Treasure If we really wanted to make an RPG, there's a strong possibility we would. However, it would take a lot of hard work so although we can't say we would make one, if the project came about the possibility is there.

SSM Is there any chance of a new version Gunstar Heroes or Alien Soldier being produced for the Saturn?
Treasure If we wanted to, we are capable of doing it. However, if we thought it may be profitable but the creative staff didn't want to do it, we wouldn't produce it.

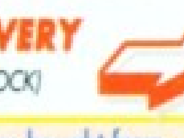
SSM Do you have any messages for your UK fans?
Treasure Hello to all your readers and thanks for all your support.

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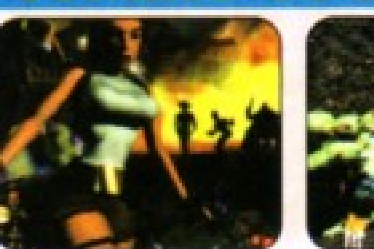


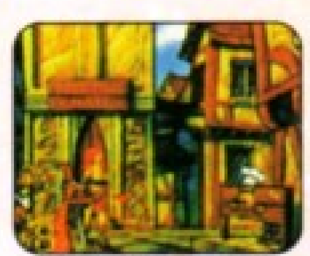
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Tomb Raider due October · Overkill due September · Die Hard Trilogy due September · Discworld due August · Vampire Hunter due August · VF Kids due December · Nights into Dreams due September · Heart of Darkness due September · Dungeon Keeper due November

SATURN RELEASE LIST

FOLLOWING IS A LIST OF PROVISIONAL RELEASE DATES FOR FORTHCOMING RELEASES. PLEASE REMEMBER THESE ARE INTENDED AS A GUIDE ONLY AND WE CANNOT BE HELD RESPONSIBLE FOR ANY CHANGES OR DELAYS.

Actua Golf	September
Alien Trilogy	October
Blackfire	end August
Criticom	mid August
Dawn of Darkness	September
Deadly Skies	mid/end August
Destruction derby	August
Discworld	end August
Doom	September
Exhumed	mid August
Fade to Black	October
Fighting Vipers	November
Ghen War	end August
Hexen	October
Impact Racing	August/September
Nights into Dreams	August
Offensive	mid August
Olympic Games	end July
Project Overkill	October
Seabass Fishing	August/September
Swagman	September
Tomb Raider	October
Tunnel B1	September
Viper	October
Virtua Cop 2	November
Waterworld	end August

SATURN GAMES

Baku Baku Animal · Alone in the Dark · Gex · Guardian Heroes

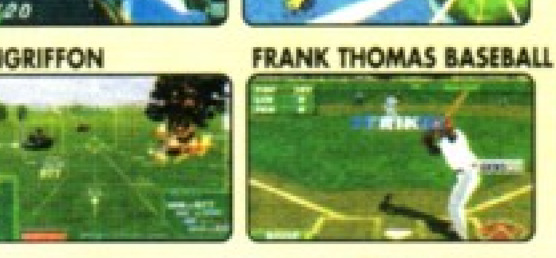


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Destruction Derby · Legend of Thor



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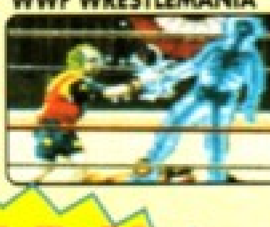
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X Men · WWF Wrestlemania





SATURN TOP TEN

1. EURO '96
2. GUARDIAN HEROES
3. X MEN
4. PANZER DRAGOON 2
5. STREETFIGHTER ALPHA
6. WIPEOUT
7. VIRTUA COP & GUN
8. VIRTUA FIGHTER 2
9. SEGA RALLY
10. DAYTONA USA

Compiled from Gameplay sales 26/5/96-10/6/96

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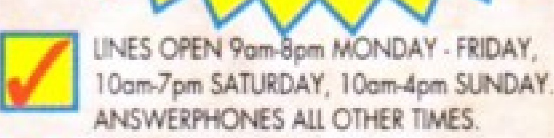
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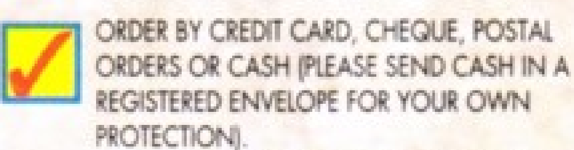
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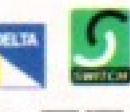
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